

SC	PANEL	H/U	REV	NEW
ACT II				

ACTION Int. Ext. Day Night

START OF ACT II

DIALOGUE

TIME

SC	PANEL	H/U	REV	NEW
F. I.				

ACTION Int. Ext. Day Night

DIALOGUE

TIME

SC 400	PANEL 1	H/U	REV	NEW

ACTION Int. Ext. Day Night

TILT TRUCK OUT FROM MOON TO REVEAL UPSHOT OF TREES

DIALOGUE

TIME

Hold	T.U.	Hold
28x	66x	27x

SC 401	PANEL 1	H/U	REV	NEW

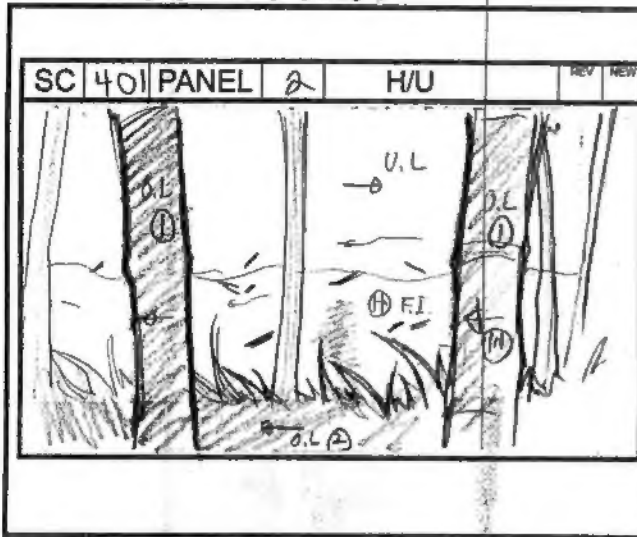
ACTION Int. Ext. Day Night

SLIDE O.L. ① + O.L. ② AT DIFFERENT SPEEDS LEFT. ANIM FOG MOVING LEFT THRU SC. SLIDE UL RIGHT.  
HOLD BG  
DX FOG

DIALOGUE

TIME

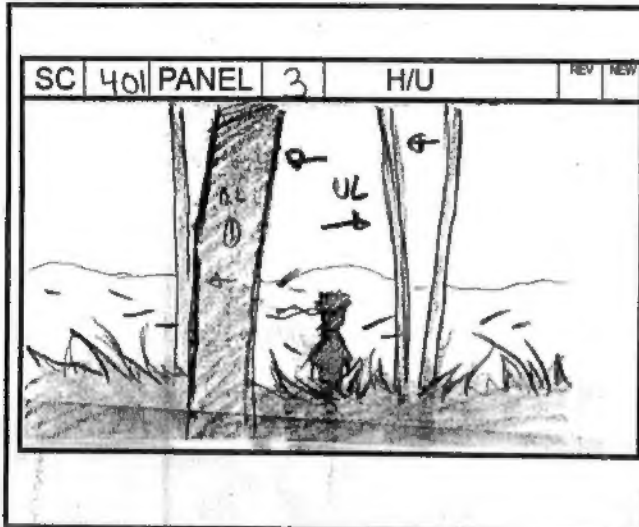
32x



ACTION Int. Ext. Day Night  
 ACTION CONT' AS HUEY'S IMAGE APPEARS IN THE FOG.  
 HE WALKS ON 14X  
 SLOW FADZ UP THRU FOG

DIALOGUE

TIME 32x



ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE

TIME 40x

## HOCK UP



ACTION Int. Ext. Day Night  
 ON HUEY WALKING. PAN (O.L), (U.L) + (B.G.) AT VARIABLE SPEEDS.  
 SUBTLE ANIMÉ WIND EFX ON HEAD BAND TIES & ON CLOTHES  
 WALKS ON 14X

DIALOGUE

STOP	hold	pan	hold
TIME	4x	67x	50x
	402	302	

PAN

ACTION Int. Ext. Day Night

START

DIALOGUE


TIME


PAN QUICKLY ACROSS BAMBOO FOREST. RIGHT TO LEFT.

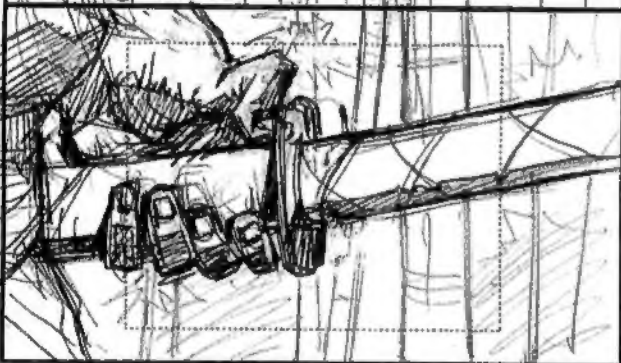
EXT. NIGHT.

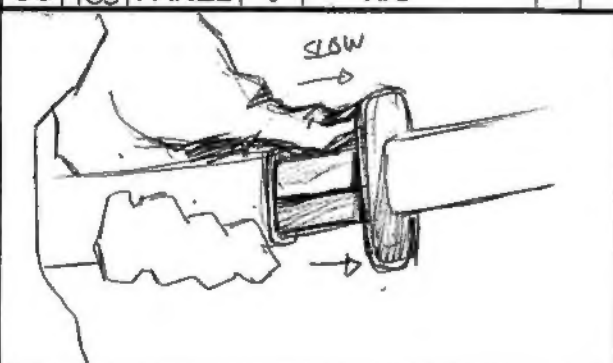


Time 15x

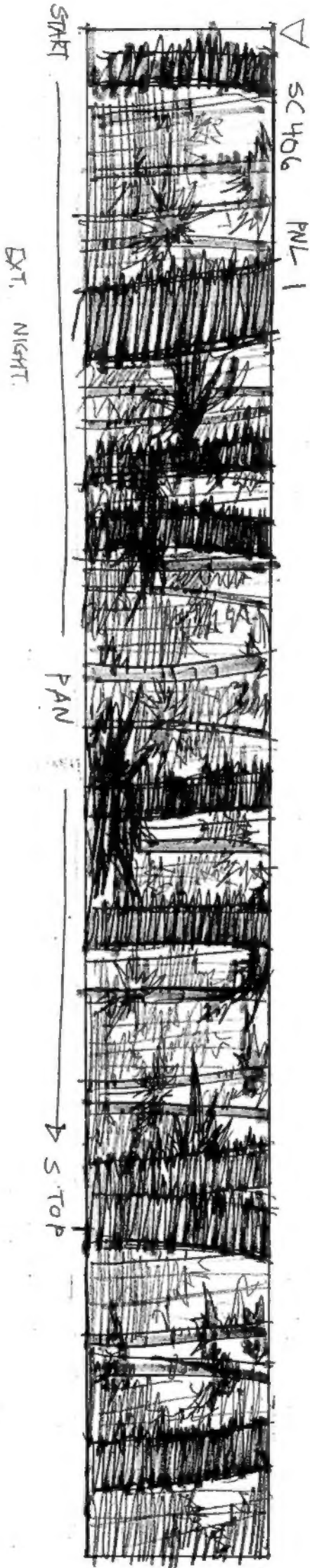
SC 404	PANEL 1	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
					CU ON HUEY LOOKING BACK				
					(SP)				
					DIALOGUE				
					TIME				

SC 404	PANEL 2	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
					8X SLIGHT PAN W/ACTION AS <u>HUEY</u> TURNS				
					STOP PAN START TIME				
					PAN 8X HOLD 36X				

SC 405	PANEL 1	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
					CU ON (H)'S HAND HOLDING HILT OF SWORD.				
					DIALOGUE				
					TIME 210X 110				

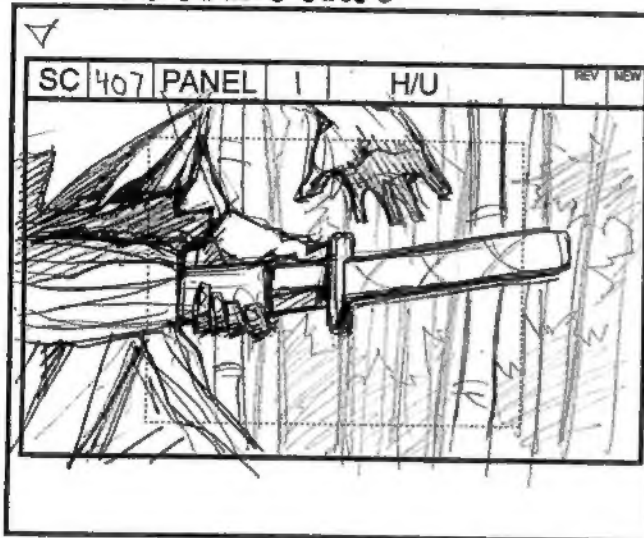
SC 405	PANEL 2	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
					(H)'S THUMB SLOWLY PUSHES OUT SWORD.				
					SLOW DRAMATIC MOVE				
					DIALOGUE				
					TIME 22 32X 200				

PAN QUICKLY ACROSS BAMBOO FOREST, RIGHT TO LEFT.



Time 14x

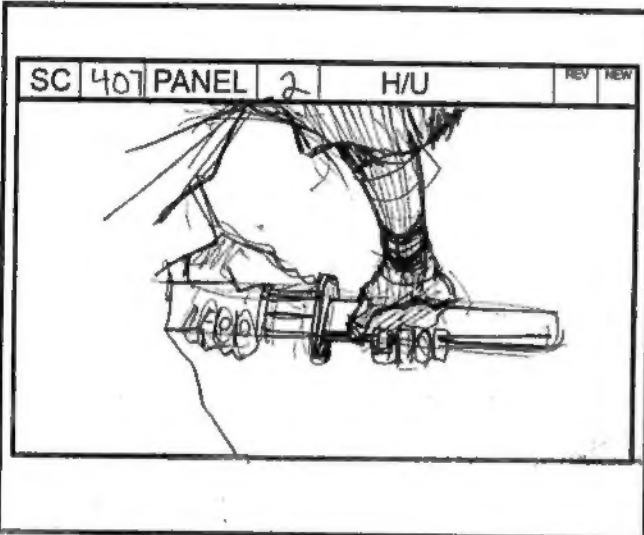




ACTION Int. ~~Ext.~~ Day ~~Night~~  
 ON (H) REACHING FOR HILT OF SWORD.

DIALOGUE

TIME 2X



ACTION Int. Ext. Day Night  
 (H) GRABS HILT.

DIALOGUE

TIME 12X



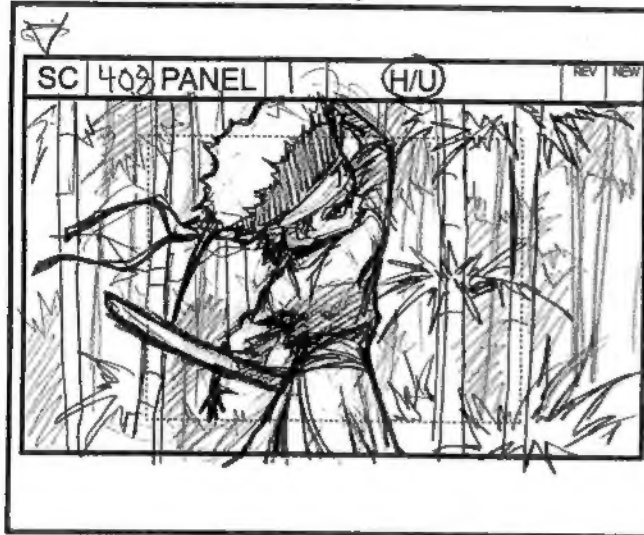
ACTION Int. Ext. Day Night  
 (B) STOP PAN W/(H) AS HE QUICKLY PULLS SWORD FROM SHEATH

DIALOGUE

Ext. Day Night

START

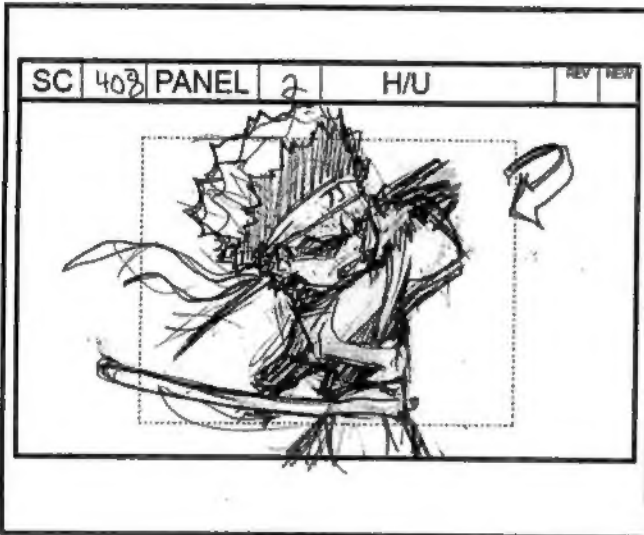
TIME HOLD PAN (A/B) HOLD  
 2X 10X 6X



ACTION Int. Ext. Day Night  
 ON (H) WITH SWORD DRAWN

DIALOGUE

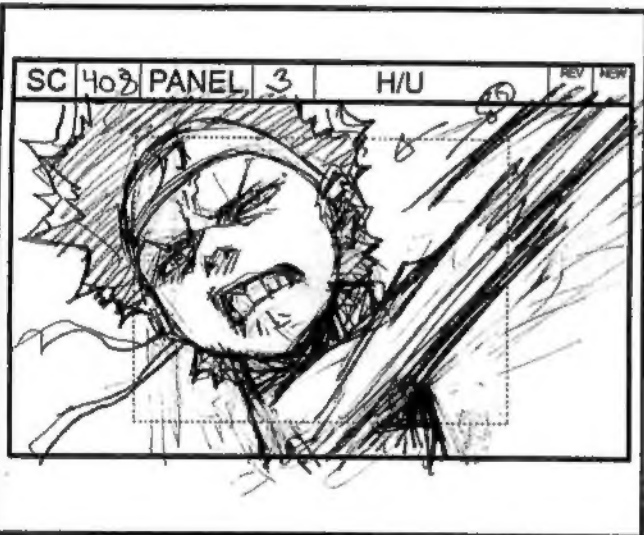
TIME 2X



ACTION Int. Ext. Day Night  
 (H) SWINGS

DIALOGUE

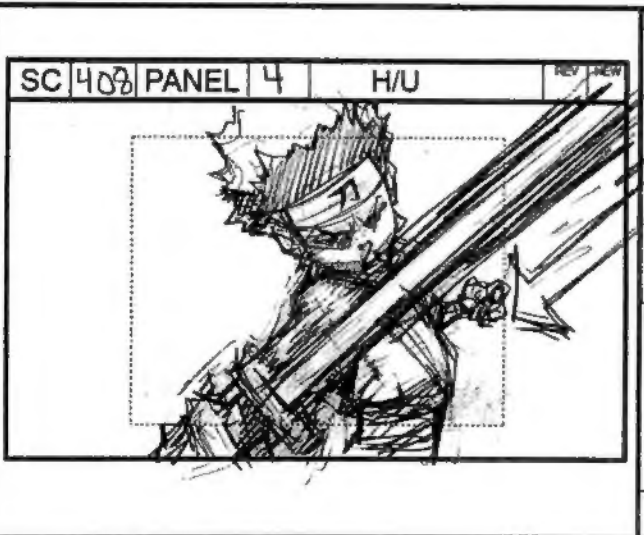
TIME 2X



ACTION Int. Ext. Day Night  
 CONT.

DIALOGUE

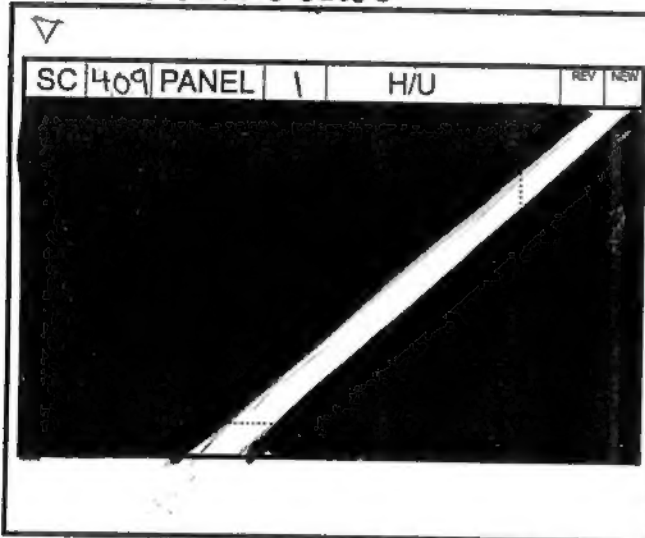
TIME 6X



ACTION Int. Ext. Day Night  
 CONT.

DIALOGUE

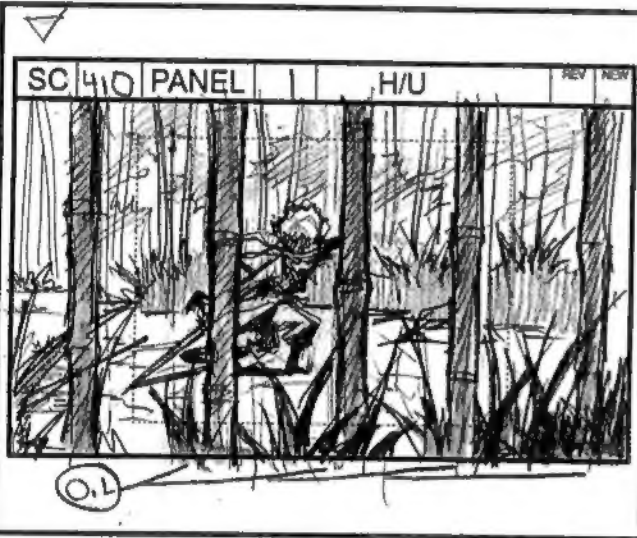
TIME 4X



ACTION Int. Ext. Day Night  
 ON WHITE FLASH STRIKING  
 DOWNWARD.

DIALOGUE

TIME 24X

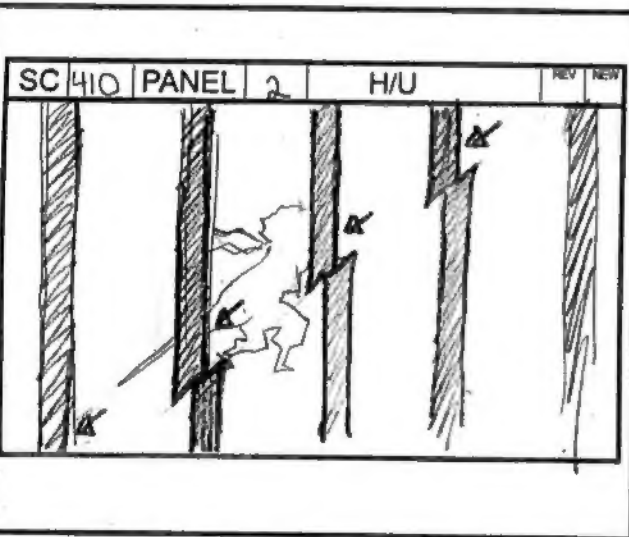


ACTION Int. Ext. Day Night  
 ON BAMBOO IN FG. (O.L.) (H) SITS STILL  
 SMALL WIND EFX ACTION  
 BLOWS CLOTHES & HAIR BAND  
 TIES

DIALOGUE

DX CAST SHADOWS

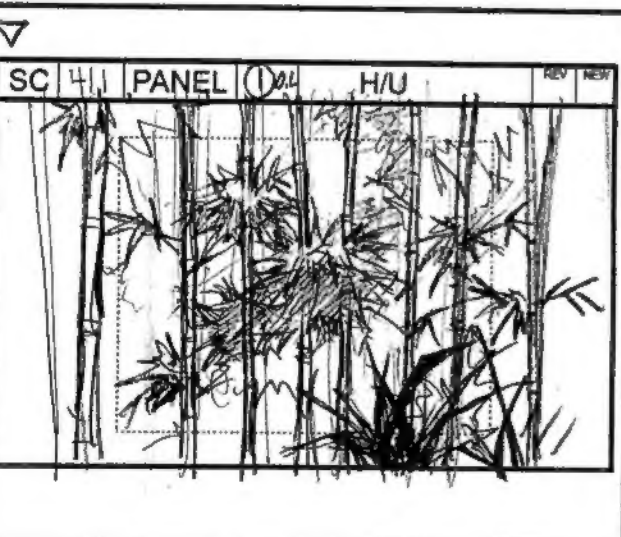
TIME 42X



ACTION Int. Ext. Day Night  
 BAMBOO SLIDES DOWNWARD.

DIALOGUE

TIME 40X

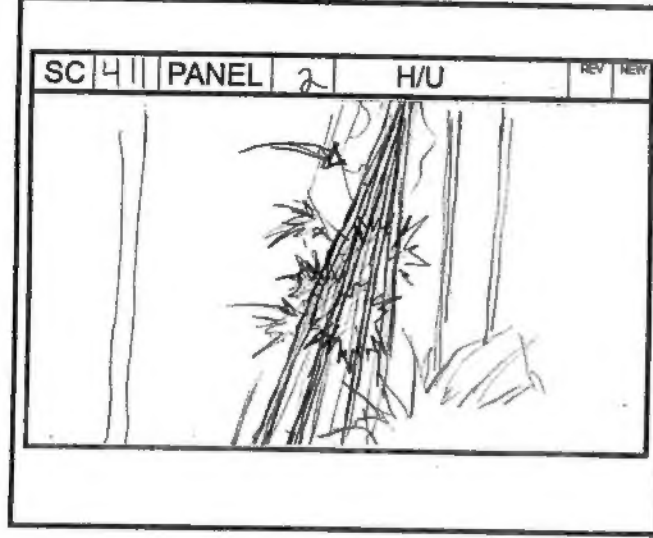


ACTION Int. Ext. Day Night  
 ON (O.L.) OF BAMBOO FOREST.

DIALOGUE

TIME 2- 56X

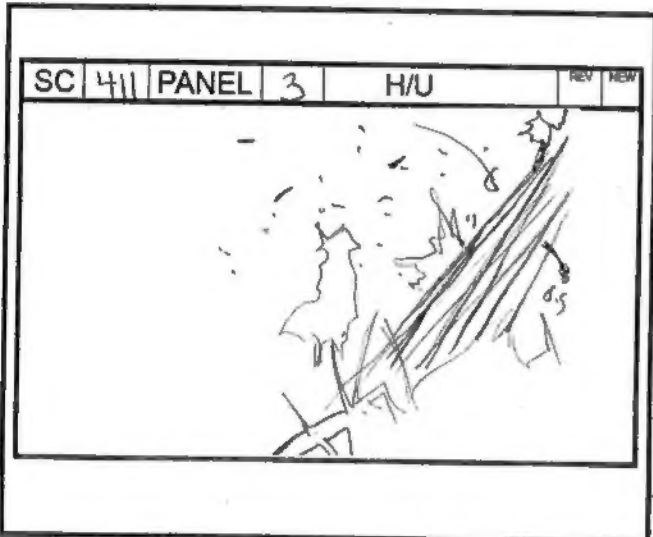




ACTION Int. Ext. Day Night  
 BAMBOO FALLS TOWARD GROUND

DIALOGUE

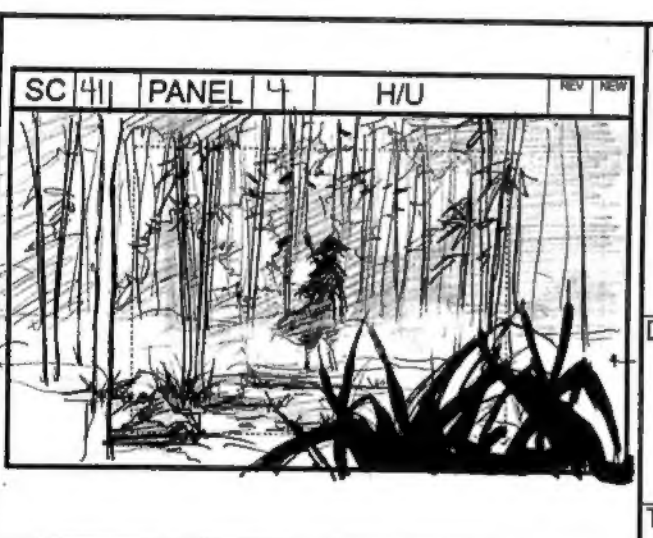
TIME 32x



ACTION Int. Ext. Day Night  
 BAMBOO FALLS TO REVEAL FIGURE  
 ANIMATE COAT AS IF  
 IN SLIGHT WIND  
 DX FOG

DIALOGUE

TIME 32x



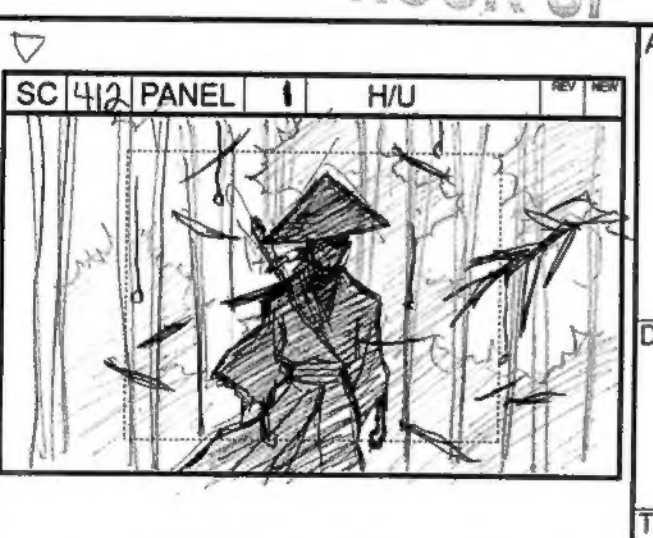
ACTION Int. Ext. Day Night  
 ACTION CONT. ANIM' FOG MOVING LEFT  
 BAMBOO LEAVES AND SPLINTERS FALL

DIALOGUE  
 HUEY (V.O.)  
 THAT NIGHT,

DX CAST SHADOWS

TIME 24x

HOCKUP



ACTION Int. Ext. Day Night  
 CUT CLOSER ON WARRIOR.  
 COAT, LEAVES AND SPLINTERS FALLING

DIALOGUE (84) HUEY (V.O.)  
 I'DREAMT OF A BLIND SWORDS...

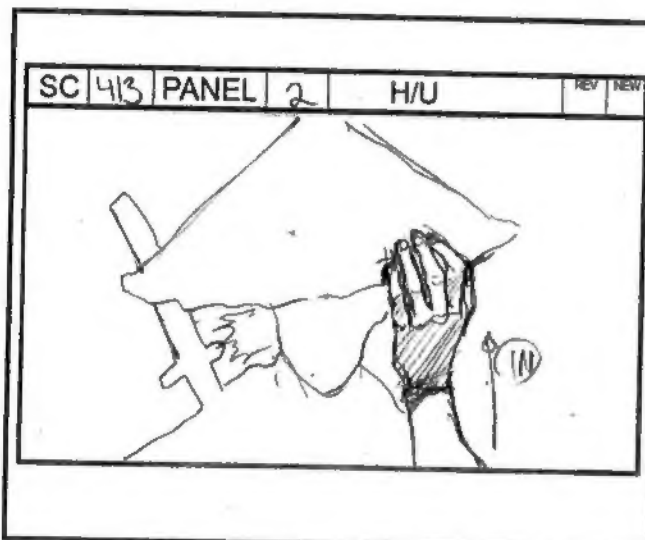
TIME 30x



ACTION Int. Ext. Day Night  
 CUT CLOSER ON WARRIOR

DIALOGUE (89) HUEY - CONT'  
 ...MAN!

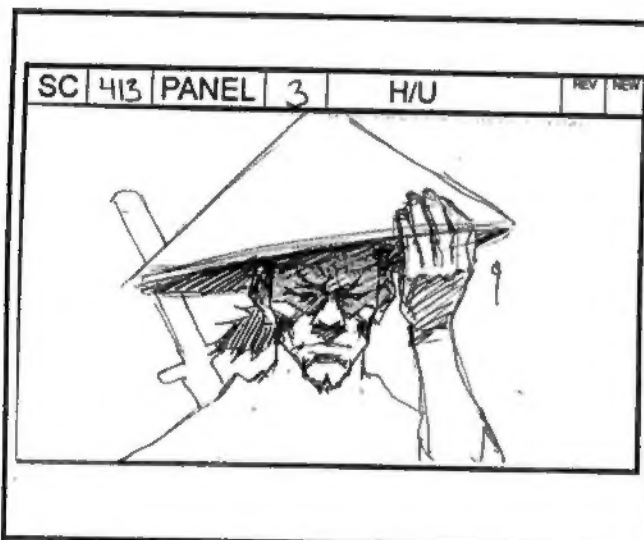
TIME 7x



ACTION Int. Ext. Day Night  
 HAND INTO SC. TO LIFT HAT.

DIALOGUE (89) HUEY - CONT'

TIME 7x



ACTION Int. Ext. Day Night  
 HAT RISES TO REVEAL WARRIORS EYES WHICH ARE CLOSED.

DIALOGUE

TIME 14x

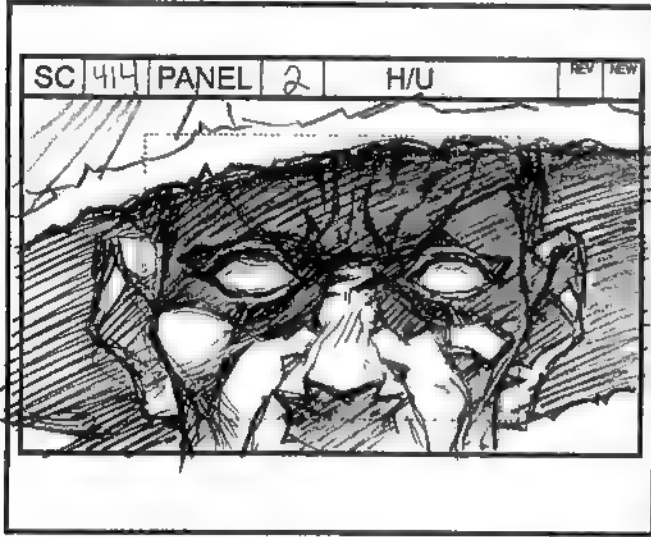
LOOK-UP



ACTION Int. Ext. Day Night  
 CU ON FACE W/EYES CLOSED.

DIALOGUE

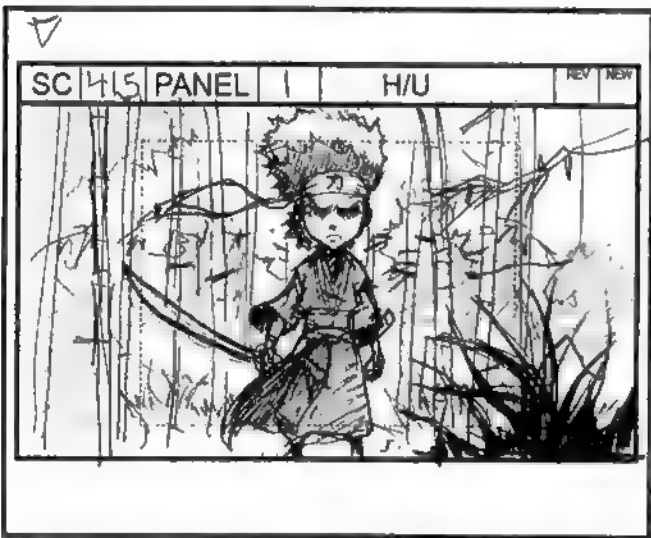
TIME 14x



ACTION Int. Ext. Day Night  
 EYES OPEN TO REVEAL WHITE ORBS.  
 NO EYE EFX

DIALOGUE

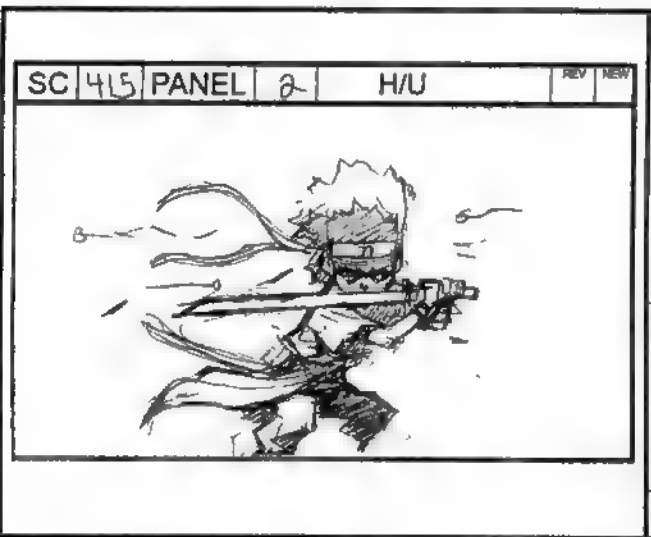
TIME 47x



ACTION Int. Ext. Day Night  
 ON A GRIM HUEY. ANIM BREEZE BLOWING  
 (H)'S HEADBAND, LEAVES, ETC.

DIALOGUE

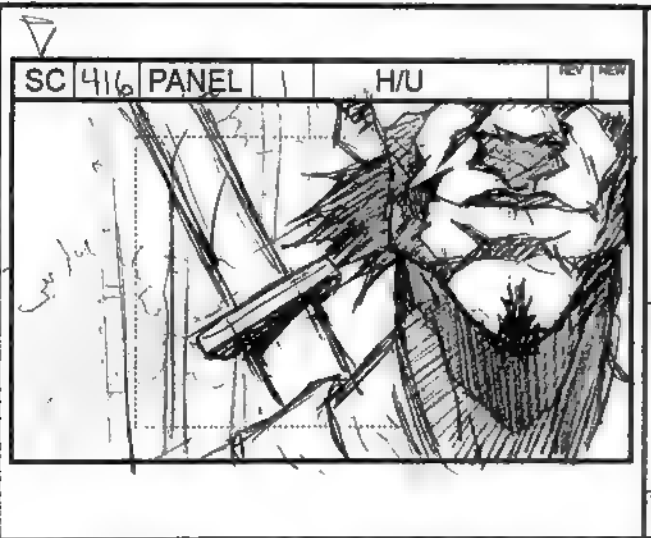
TIME 10x



ACTION Int. Ext. Day Night  
 (H) STRIKES A COOL ACTION POSE.  
 QUICK TURN THEN HOLD

DIALOGUE

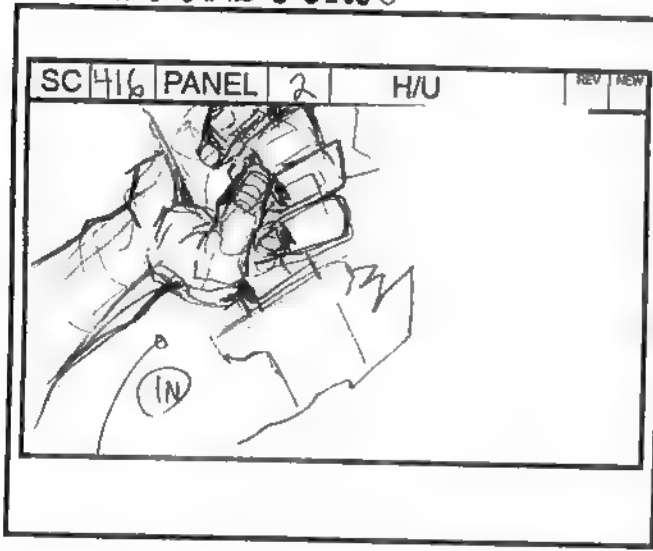
TIME 40x



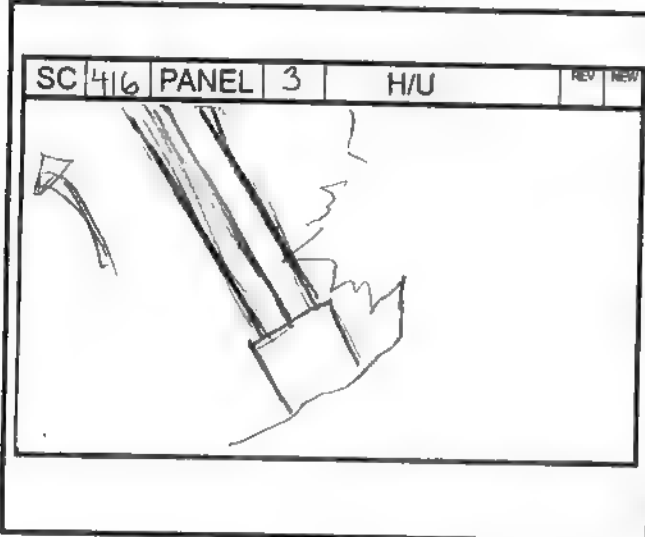
ACTION Int. Ext. Day Night  
 CU ON SWORDSMAN SMILING, W/SWORD  
 ON HIS BACK.

DIALOGUE

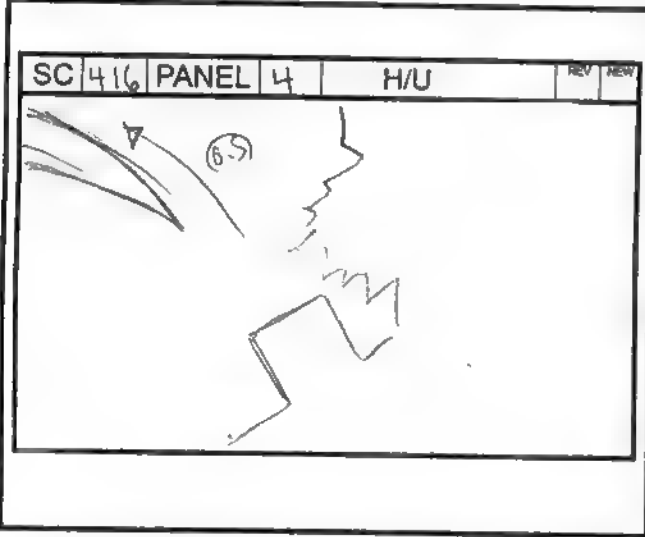
TIME 24x



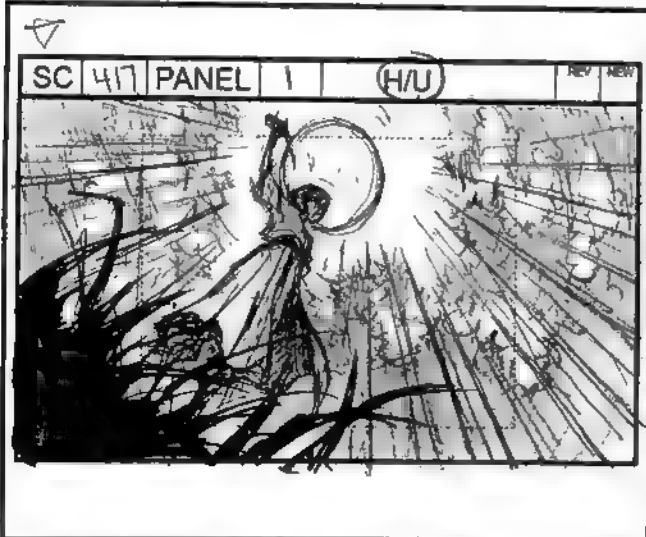
ACTION	Int.	Ext.	Day	Night	
HAND INTO SC. GRABS HILT OF SWORD					
DIALOGUE					
TIME 32X					



ACTION	Int.	Ext.	Day	Night	
SWORD IS PULLED UP + OUT OF SHEATH					
DIALOGUE					
TIME 24X					

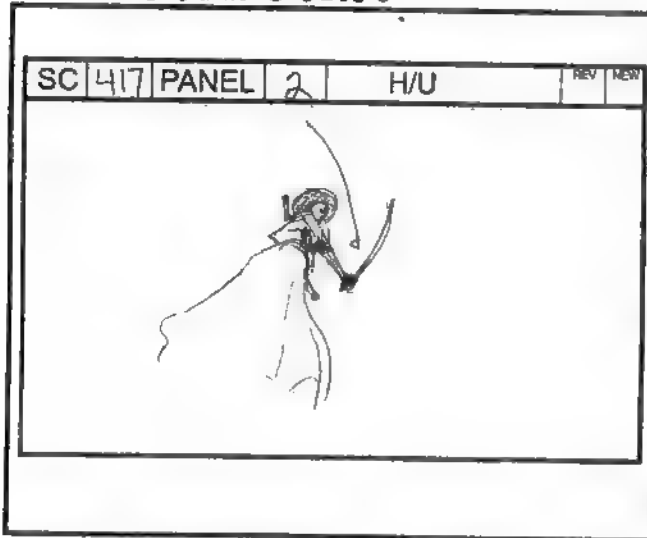


ACTION	Int.	Ext.	Day	Night	
ACTION CONT.					
DIALOGUE					
TIME 4X					



ACTION	Int.	Ext.	Day	Night	
UPSHOT OF BLIND SWORDSMAN W/SWORD RAISED.					
WIND EFX ON CLOTHES BLOWING					
DIALOGUE					
TIME 24X					

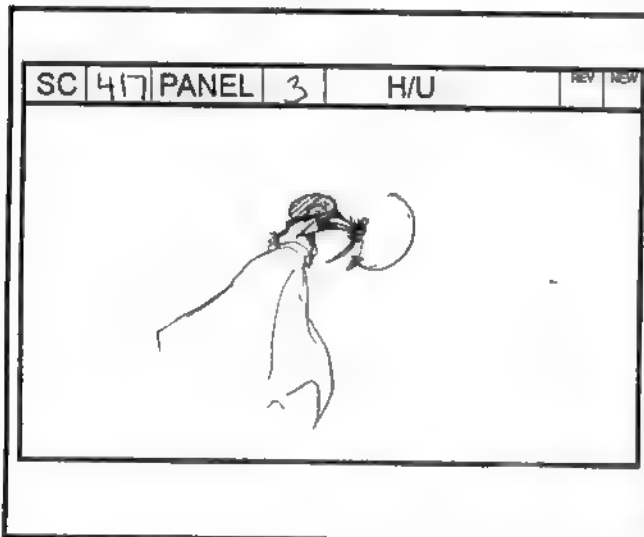




ACTION Int. Ext. Day Night  
HE ANTICS SWORD DOWNWARD.

DIALOGUE

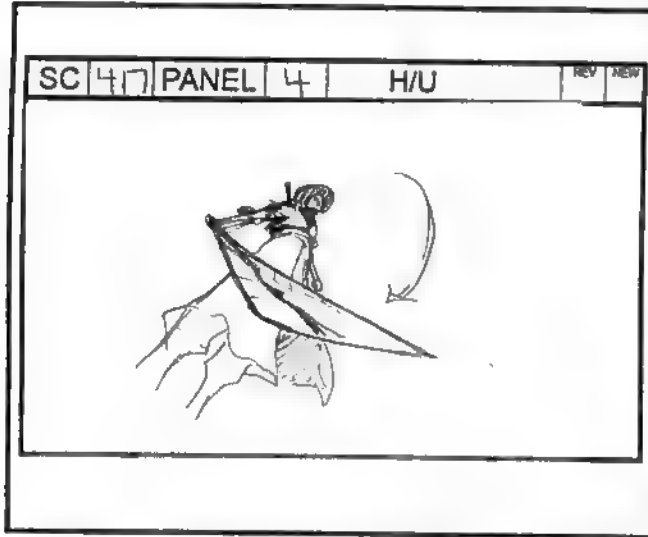
TIME 8x



ACTION Int. Ext. Day Night  
SWORD ANTICS BACK

DIALOGUE

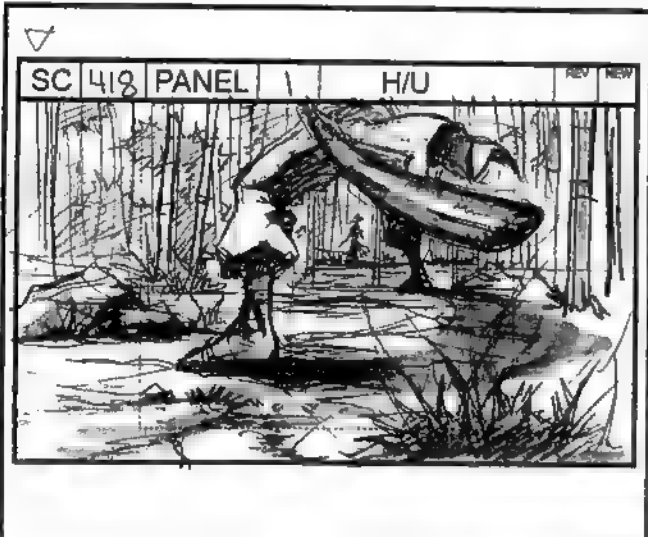
TIME 6x



ACTION Int. Ext. Day Night  
SWORD ARCS DOWN TO THE EXTREME FG.

DIALOGUE

TIME 32x

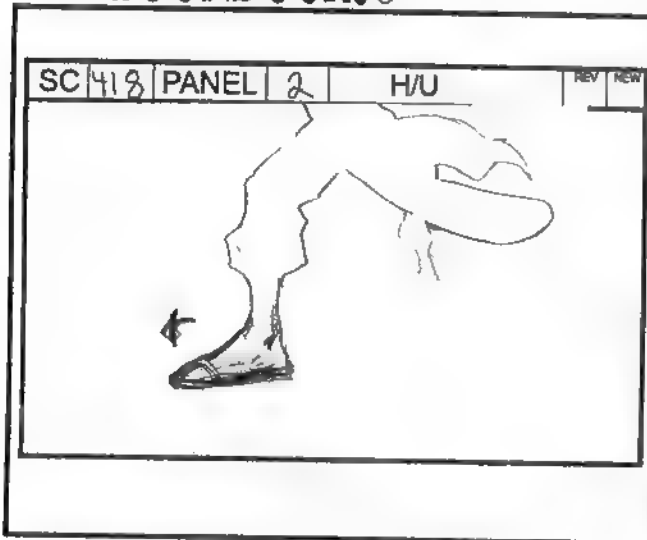


ACTION Int. Ext. Day Night  
ON H's LEGS IN FG. ANIM' CLOTHES BLOWING FROM WIND. BLIND STANDS READY IN BG.

DIALOGUE

TIME 24x

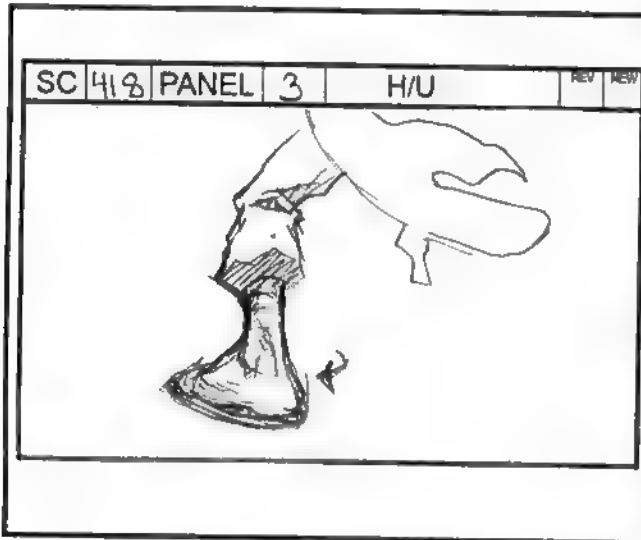




ACTION Int. Ext. Day Night  
ON (H) SHIFTING WEIGHT ON HIS FEET.

DIALOGUE  
<SFX>

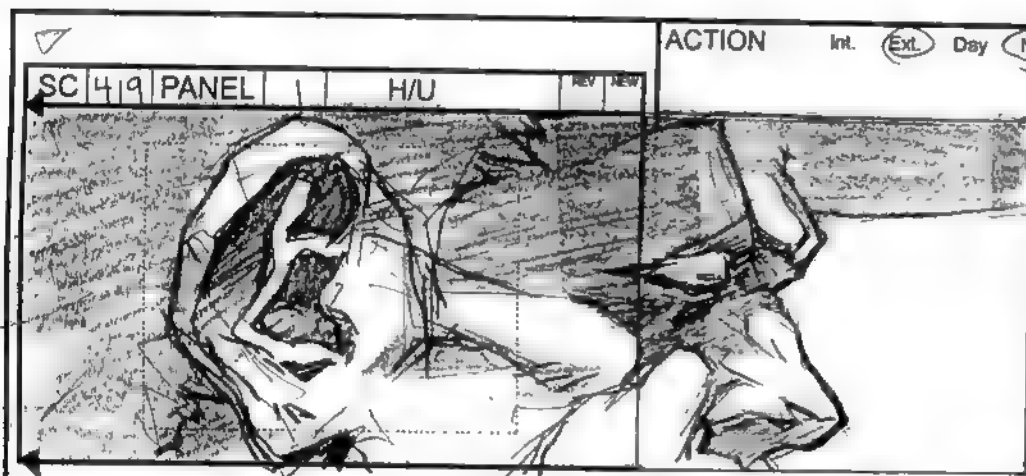
TIME 20X



ACTION Int. Ext. Day Night  
ACTION CONT'

DIALOGUE  
<SFX>

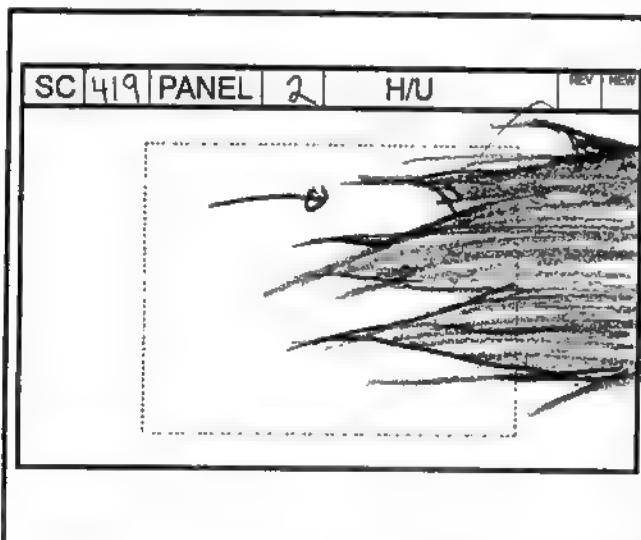
TIME 24X



ACTION Int. Ext. Day Night  
PAN FROM CU <sup>OF</sup> A BLIND SWORDSMAN'S EYES TO HIS EAR. ANIM SLIGHT TWITCH OF HIS EAR AS HE HEARS O.S. (H)

STOP ← PAN → START

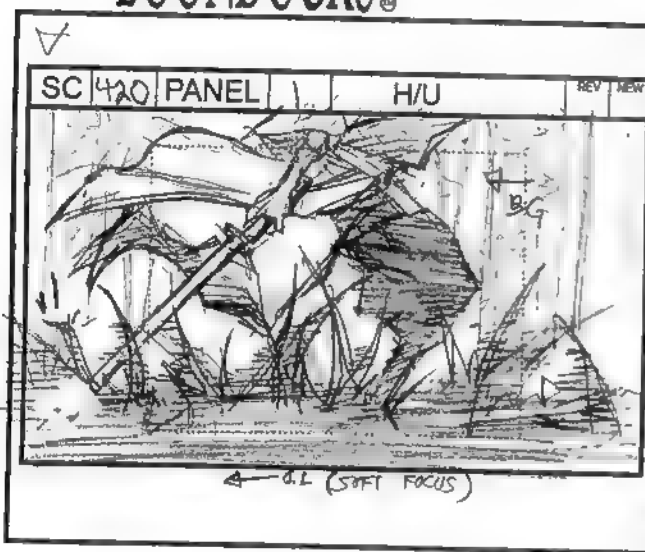
PAN 56X HOLD 27X



ACTION Int. Ext. Day Night  
HE QUICKLY RUNS (O.S.)

DIALOGUE

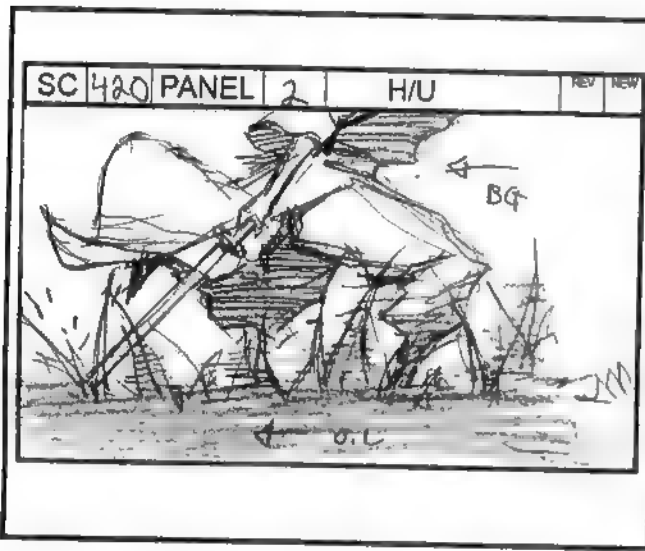
TIME 6X



ACTION Int. Ext. Day Night  
 PAN O.L (SOFT FOCUS) AND BG. AT TWO DIFFERENT SPEEDS AS SWORDSMAN RUNS TOWARD DIS. (H).  
 RUN CYCLE (A) O' LAP COAT  
 4x RUNNING STEPS ON 1X'S

DIALOGUE

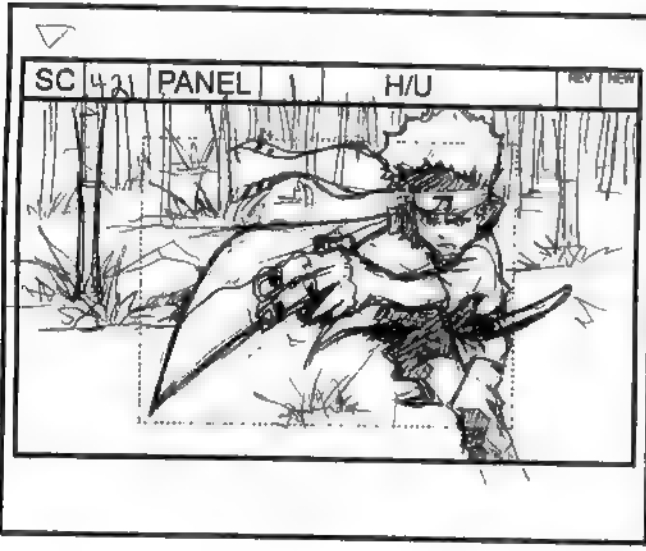
TIME CYCLE (A) (B) (A) (B) (A) (B)  
 4x 4x 4x 4x 4x 4x



ACTION Int. Ext. Day Night  
 ACTION CONT  
 RUN CYCLE (B)

DIALOGUE

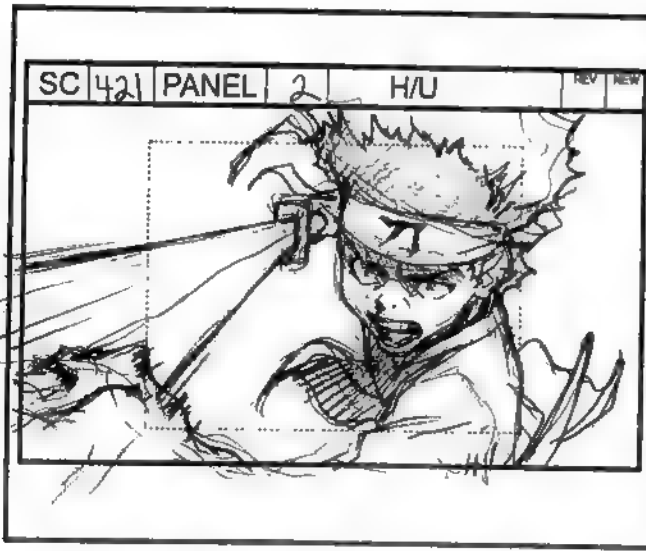
TIME



ACTION Int. Ext. Day Night  
 ON (H) IN A COOL BATTLE STANCE  
 O' LAP COAT & HEAD BAND

DIALOGUE

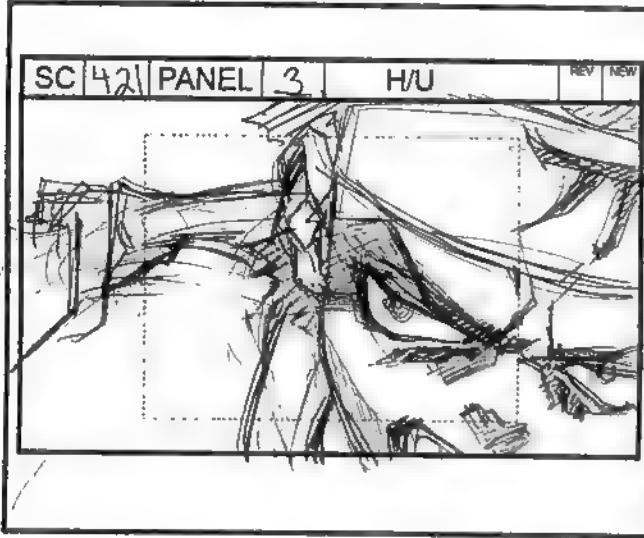
TIME 10X



ACTION Int. Ext. Day Night  
 LUNGES FWD

DIALOGUE

TIME 10X

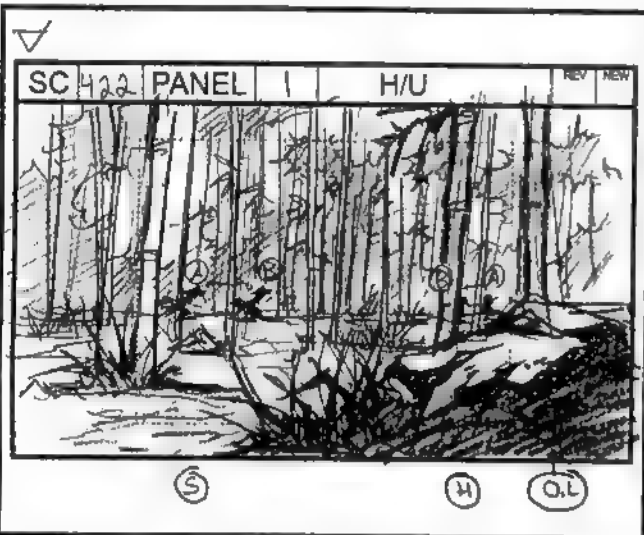


ACTION Int. Ext. Day Night

CONT.

DIALOGUE

TIME 6x

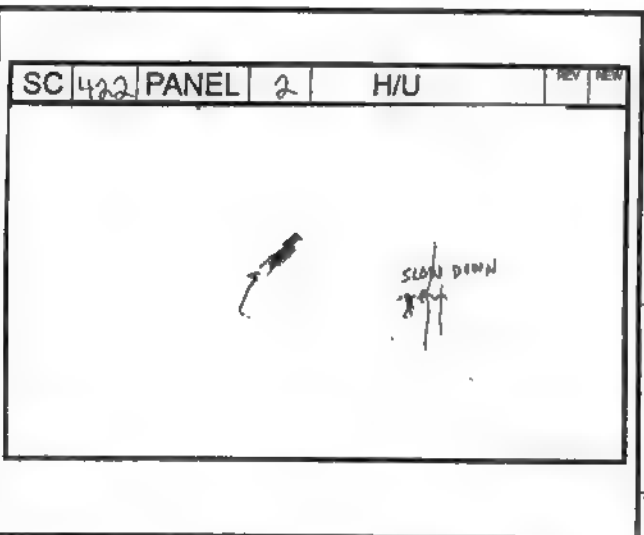


ACTION Int. Ext. Day Night

SWORDSMAN CHARGES FROM LEFT. (H) RUNS TOWARD HIM.

DIALOGUE

TIME 10x

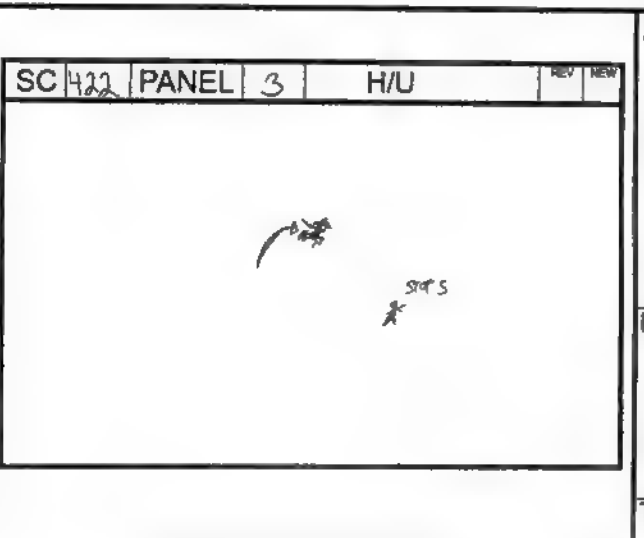


ACTION Int. Ext. Day Night

SWORDSMAN LEAPS INTO THE AIR. (H) LEAPS INTO THE AIR. WITH FLYING-LIKE MOTION

DIALOGUE

TIME 4x



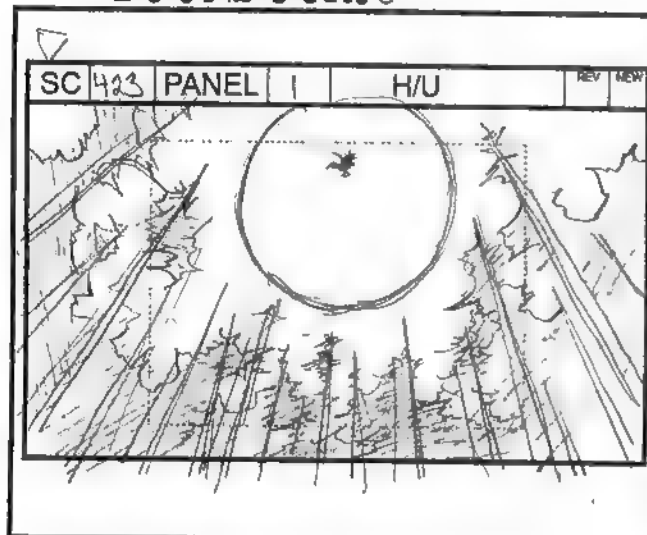
ACTION Int. Ext. Day Night

(H) STOPS AS SWORDSMAN ARCS DOWN.

DIALOGUE

TIME 24x





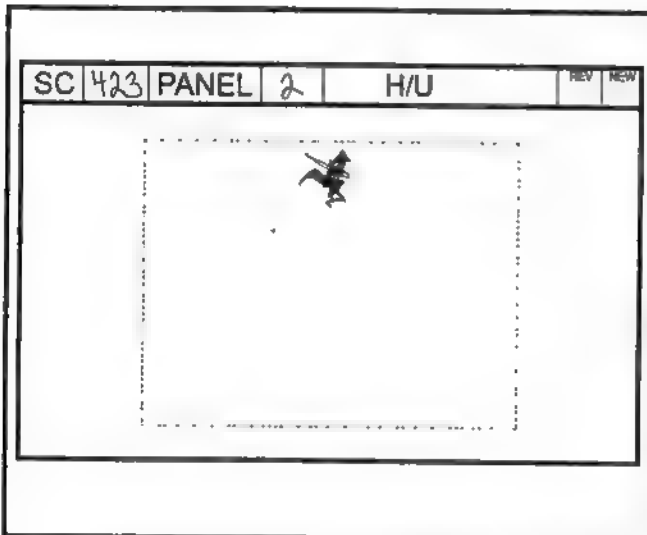
ACTION Int. Ext Day Night  
 ON UPSHOT OF SWORDSMAN BACKLIT  
 BY MOON FALLING TOWARD CAM'

TIMERS FLICKER  
 2FX DONE IN POST

DIALOGUE

60% 4X 4X  
 O.L. BACK DX ON & OFF CYCLE THRU SC

TIME 24X

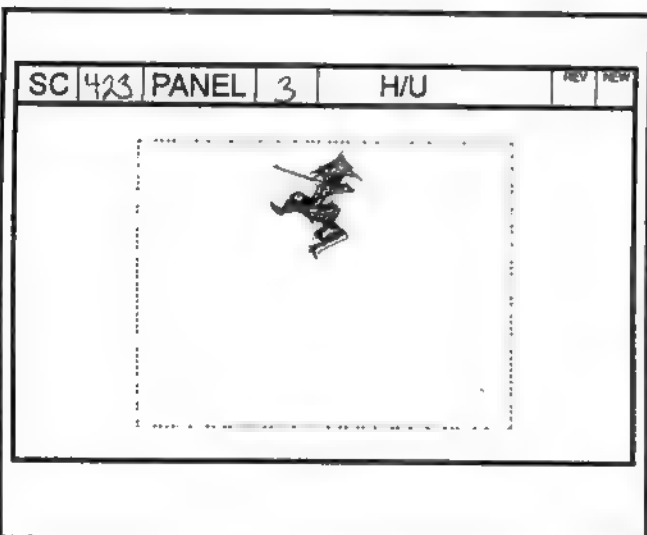


ACTION Int. Ext. Day Night

ACTION CONT'

DIALOGUE

TIME 24X

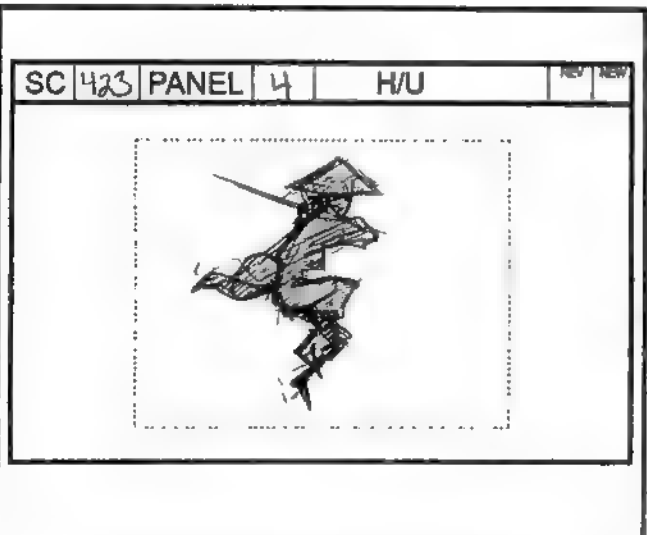


ACTION Int. Ext. Day Night

ACTION CONT'

DIALOGUE

TIME 10X

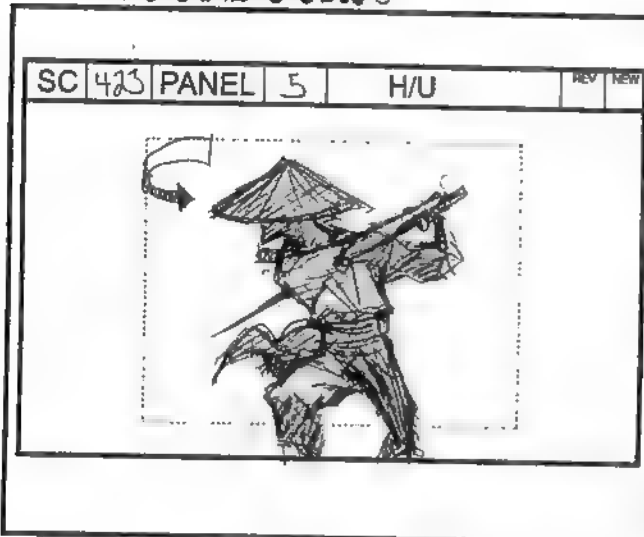


ACTION Int. Ext. Day Night

ACTION CONT'

DIALOGUE

TIME 10X

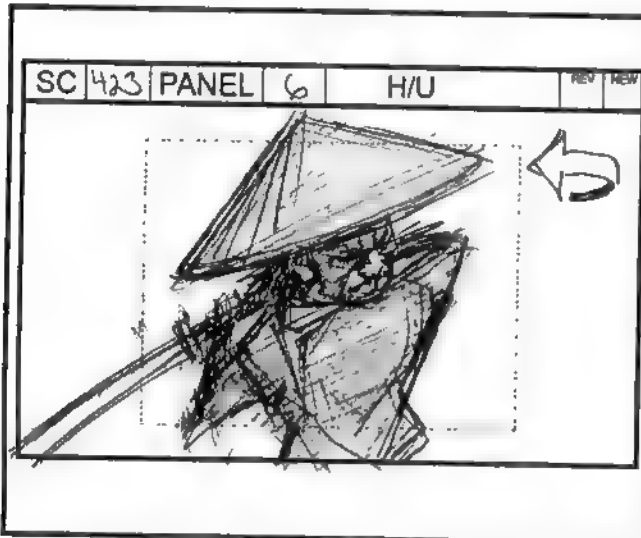


ACTION Int. Ext. Day Night  
 HE ANTICIPATES TO STRIKE AS HE FALLS  
 CLOSER TO CAM'

DIALOGUE

TIME 8X

CONT (5A)



ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE

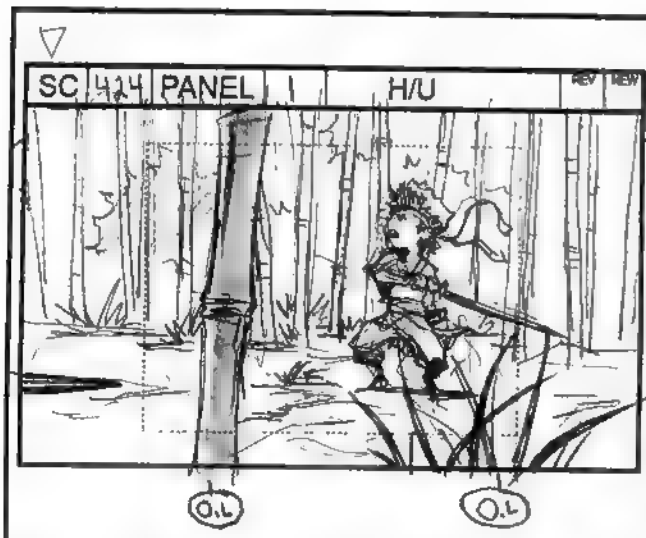
TIME 4X



ACTION Int. Ext. Day Night  
 ACTION CONT' AS HE SWINGS

DIALOGUE

TIME 2X

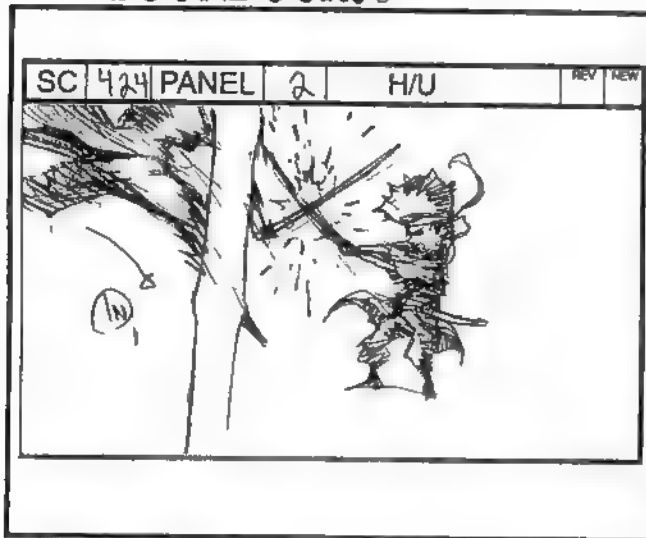


ACTION Int. Ext. Day Night  
 ON (H) BRACING FOR ATTACK

DIALOGUE

TIME 4X

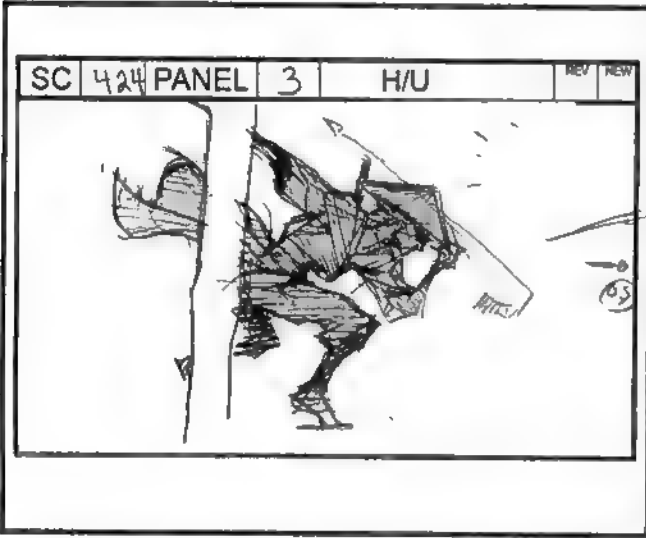
DX CAST SHADOWS



ACTION Int. Ext. Day Night  
 (H) BLOCKS ATTACK w/ HIS SWORD, CAUSING SPARKS TO FLY HIGHLIGHTING THE TWO WARRIORS.  
 ANIME WHITE SPARKS EFX  
 = ANIMATE RIM LIGHTS

DIALOGUE \* SHADOWS

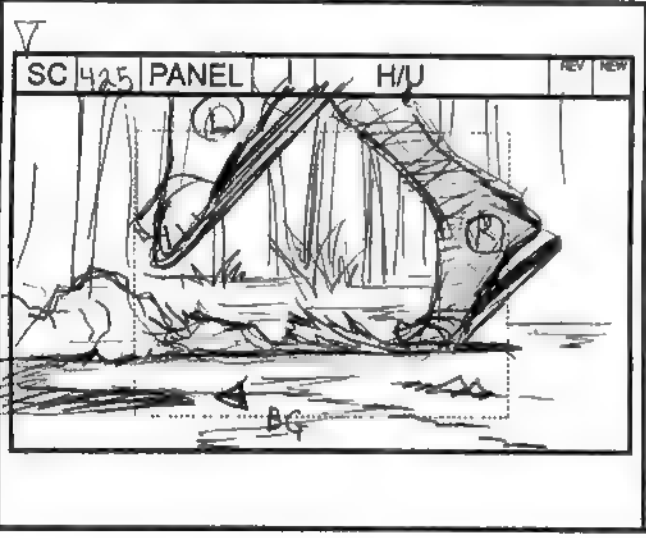
TIME 6x



ACTION Int. Ext. Day Night  
 (H) QUICKLY LEAPS BACK O.S. AS SWORDSMAN LANDS INTO SC. w/ SWORD BACK \* HE GRABS HIS HAT

DIALOGUE

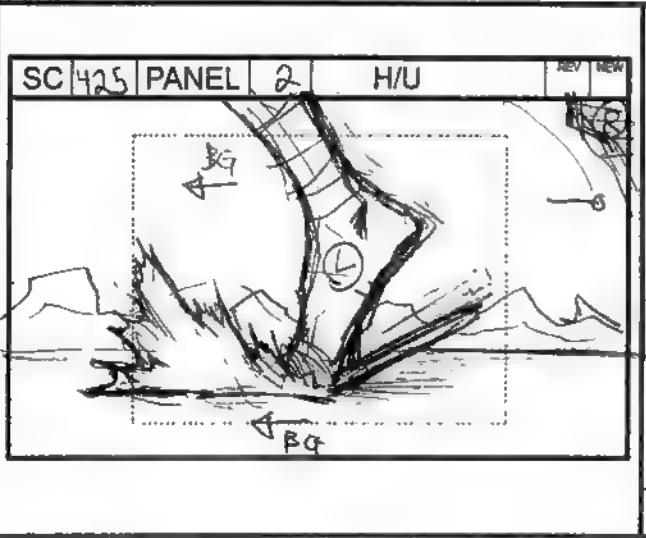
TIME 8x



ACTION Int. Ext. Day Night  
 CU ON (H)'S FEET SKIDDING FORWARD TO A STOP. PAN BG. LEFT. ANIM. DUST CAUSED BY ACTION. I & P DUST EFX

DIALOGUE

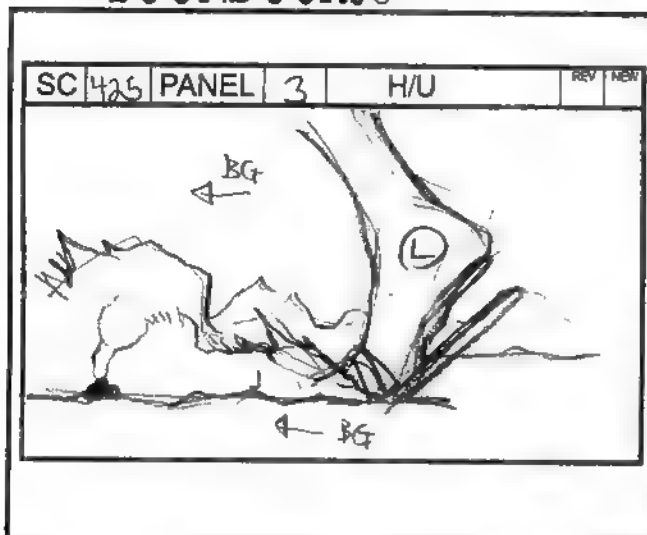
TIME 10x



ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE

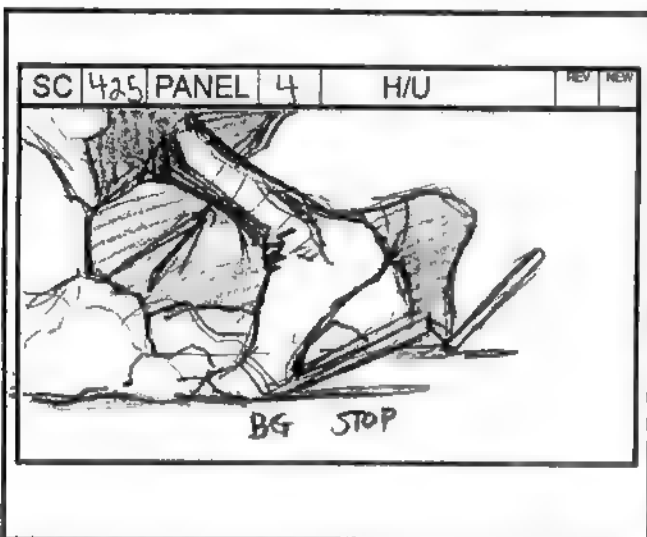
TIME 10x



ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE

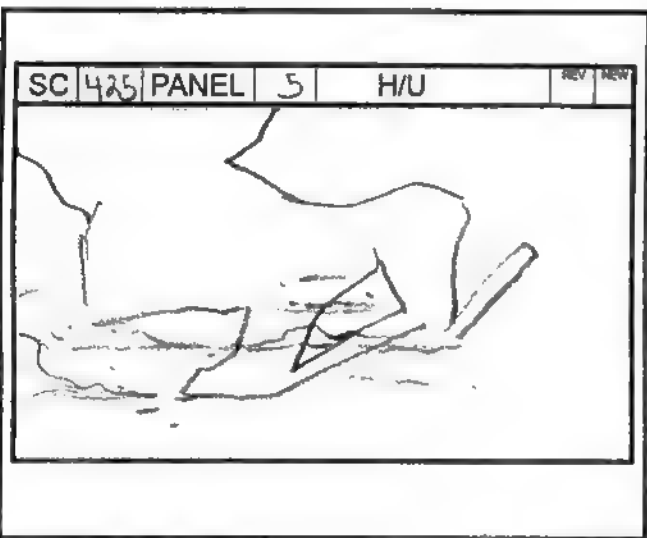
TIME 53X



ACTION Int. Ext. Day Night  
 STOP PANNING OF BG. AS (H) COMES TO A STOP.

DIALOGUE

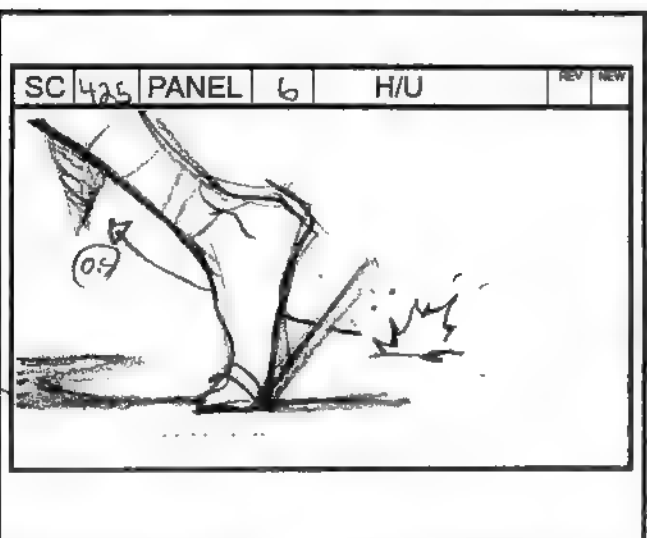
TIME 8X



ACTION Int. Ext. Day Night  
 ANIM' DUST DISIPATING.

DIALOGUE

TIME 12X

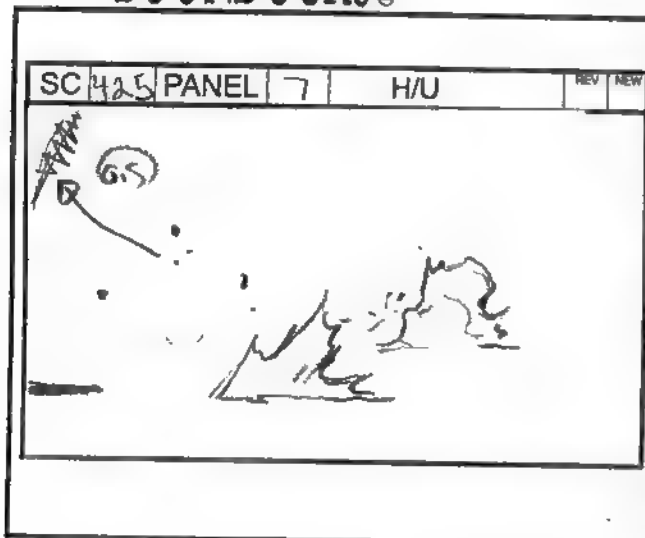


ACTION Int. Ext. Day Night  
 (H) QUICKLY DARTS (O.S.)

DIALOGUE

TIME 6X

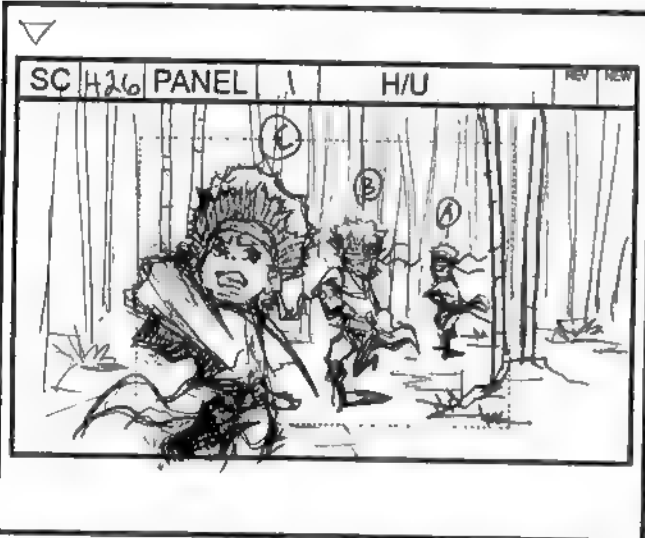




ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE


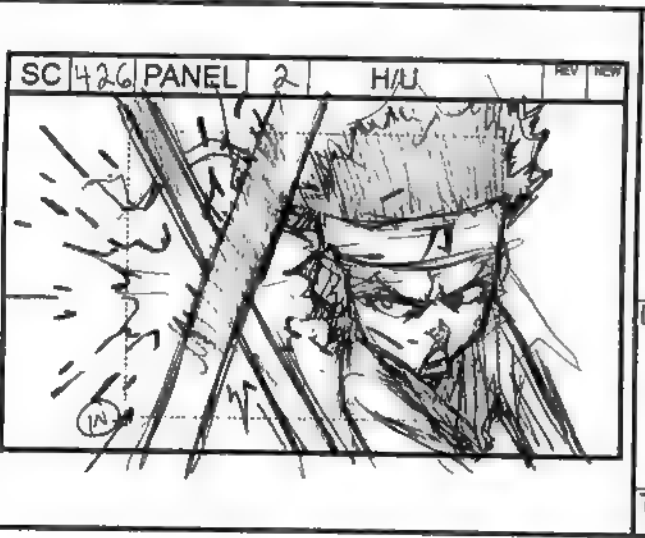
TIME 10X



ACTION Int. Ext. Day Night  
 ON (H) RUNNING TOWARD CAM' ANTICIPATING TO STRIKE. 6X STEPS.

DIALOGUE

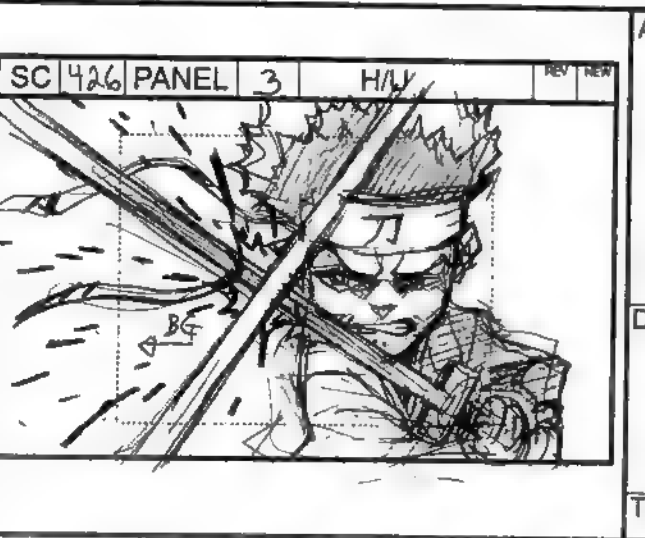
TIME 28X

ACTION Int. Ext. Day Night  
 SWORDSMAN SWORN QUICKLY INTO SC. TO BLOCK (H)'S ATTACK. ANIM' SPARKS.

DIALOGUE

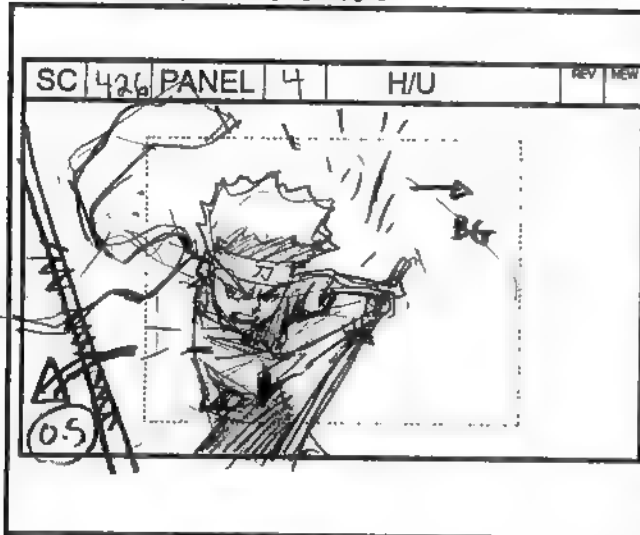
TIME 12X



ACTION Int. Ext. Day Night  
 CONT (H)  
 RUNNING → (SPANNAN)  
 BLADES SLIDE AGAINST EACH OTHER (SLIGHT VIBRATE) & SPARK FX.

DIALOGUE (85) HUET (V.O.)  
 HE KNOWS MY EVERY

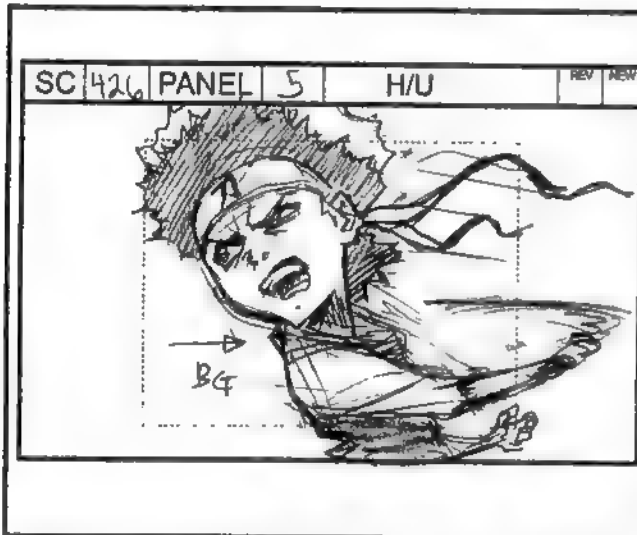
TIME 48X



ACTION Int. Ext. Day Night  
 PAN BG. AS (H) PREPARES TO ATTACK AS SWORDSMAN PULLS SWORD O/S.  
 ▷ BG PANS BACK & FORTH w/ STRUGGLE

DIALOGUE (85) HUEY (CONT')  
 MOVE

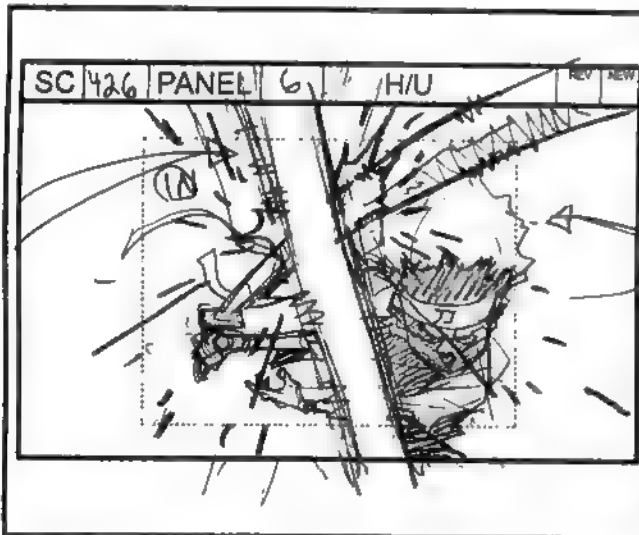
TIME 7X



ACTION Int. Ext. Day Night  
 PAN BG. AS (H) ANTICS BACK HIS SWORD TO ATTACK AS HE RUSHES TOWARD CAM'

DIALOGUE (85) HUEY (CONT')

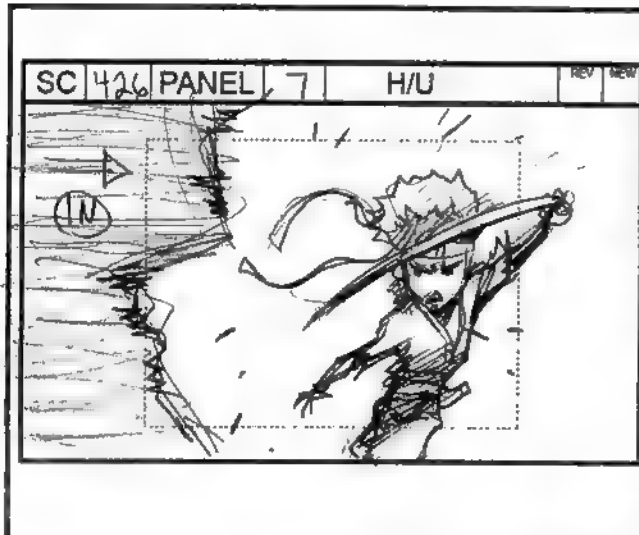
TIME 5X



ACTION Int. Ext. Day Night  
 SWORDSMAN'S SWORD INTO SC. BLOCKS (H)'S ATTACK. ANIM' SPARKS FROM SWORDS.

DIALOGUE (85) HUEY (CONT')

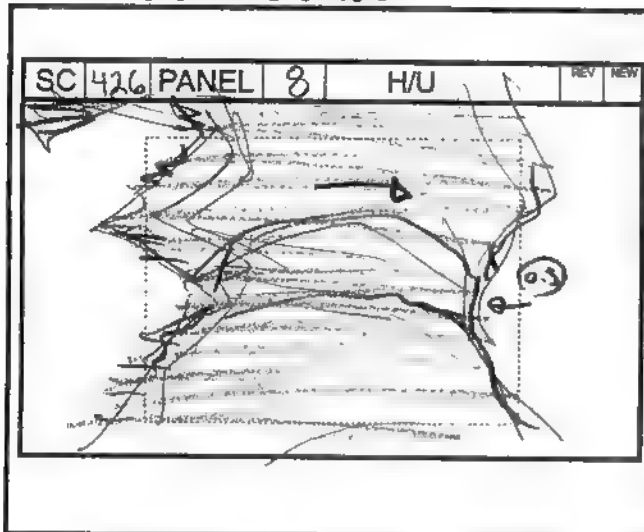
TIME 8X



ACTION Int. Ext. Day Night  
 (H) ANTICS BACK AS SWORDSMAN SWORD GOES O/S AND HE QUICKLY MOVES INTO SC.  
 DARRIOR IN w/ PAINTED BLUR GFX

DIALOGUE (85) HUEY (CONT')  
 YET, HE CAN...

TIME 13X

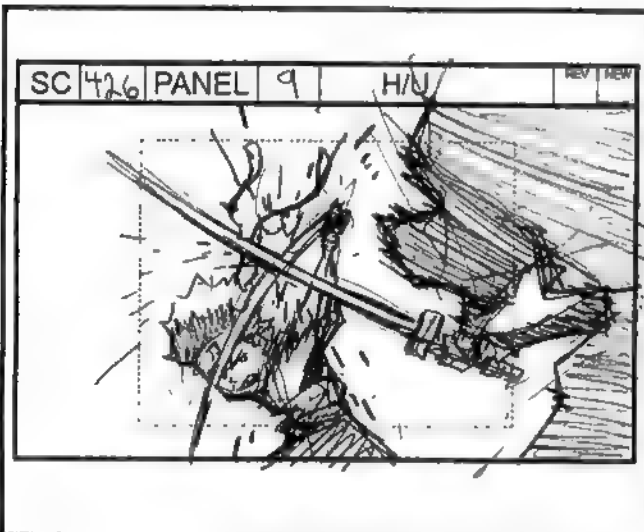


ACTION Int. Ext. Day Night  
ACTION CONT'

DIALOGUE (85) HUEY (CONT')

... NDT ...

TIME 6X

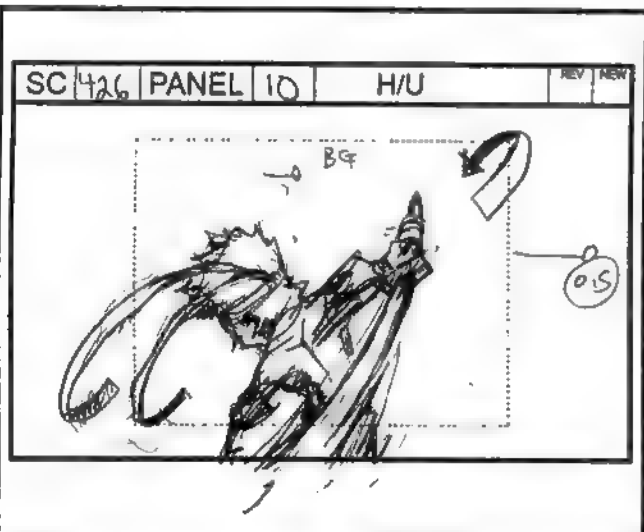


ACTION Int. Ext. Day Night  
SWORDSMAN QUICKLY ATTACKS (H), WHO BLOCKS ATTACK.

DIALOGUE (85) HUEY (CONT')

... SEE ...

TIME 11X

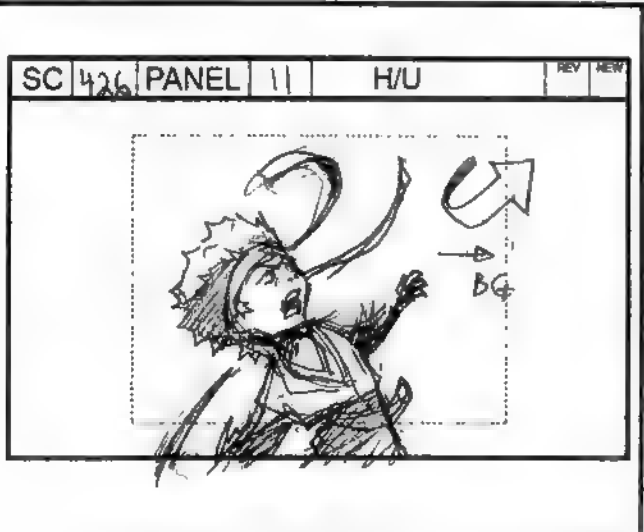


ACTION Int. Ext. Day Night CONT' TO PAN BG AS  
SWORDSMAN GOES (O.S.)

(H) SPINS

DIALOGUE (85) HUEY (CONT')

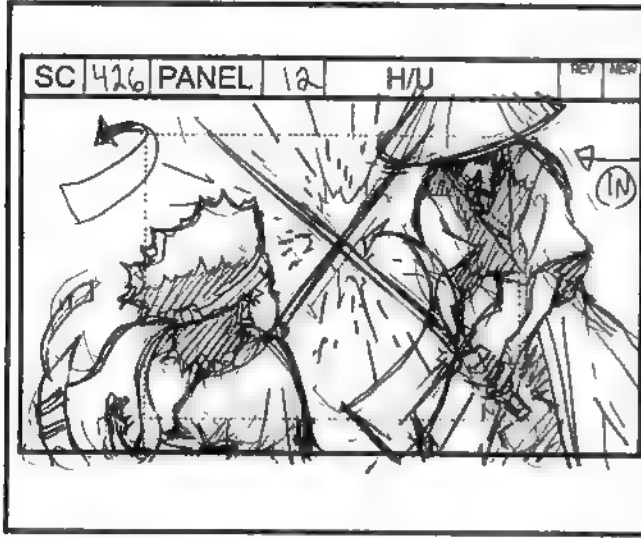
TIME 4X



ACTION Int. Ext. Day Night  
CONT

DIALOGUE (85) HUEY (CONT')

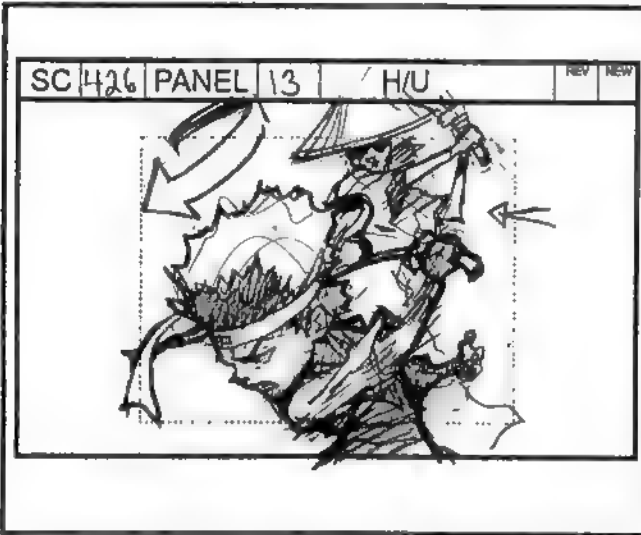
TIME 4X



ACTION Int. Ext. Day Night  
 SWORDSMAN INTO SC. AND ATTACKS  
 (H) WHO BLOCKS ATTACK. ANIM' SPARKS  
 FROM CONTACT.

DIALOGUE (85) HUEY (CONT')  
 AS MY MIND

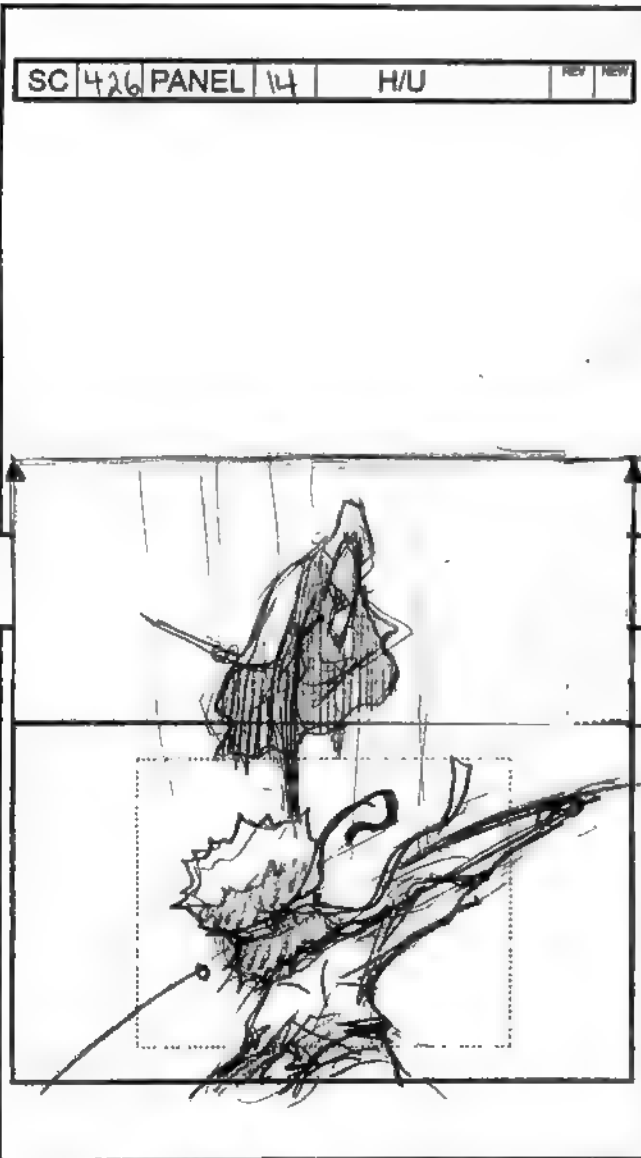
TIME 10X



ACTION Int. Ext. Day Night  
 (H) ANTICS BACK TO STRIKE AS SWORDS-  
 MAN ANTICS BACKWARD.

DIALOGUE (85) HUEY (CONT')

TIME 4X



ACTION Int. Ext. Day Night

DIALOGUE

STOP TIME

PAN

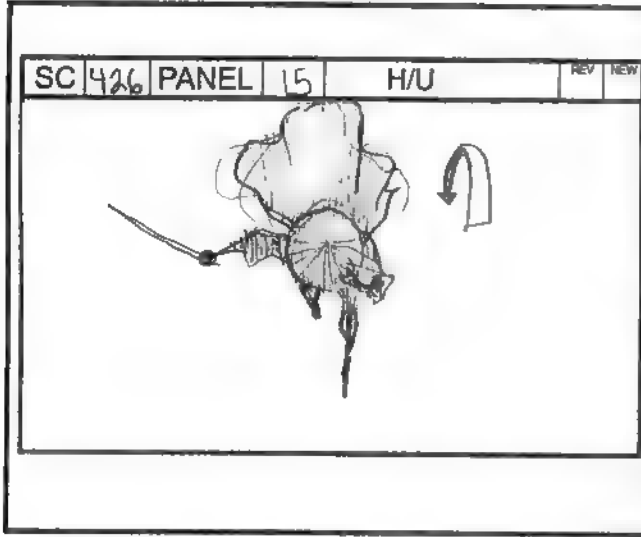
← THIS IS A SIMPLIFIED VERSION OF PNL. 14 JUST TO MAKE THE POSE CLEAR HE'S DOING A BACK FLIP

ACTION Int. Ext. Day Night  
 (H) SWINGS AT SWORDSMAN WHO  
 LEAPS UP INTO AIR. PAN UP W/  
 ACTION.  
 (BACK FLIP)

DIALOGUE (85) HUEY (CONT')  
 FIGHTS TO

TIME	3X	pan 6X	H 2X
------	----	--------	------

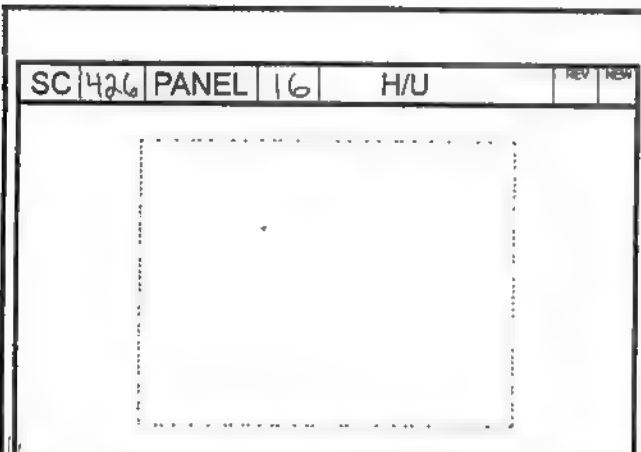




ACTION Int. Ext. Day Night  
 SWORDSMAN ANTICS DOWNWARD

DIALOGUE (H) HUEY (CONT')  
 MAKE SENSE OF THE

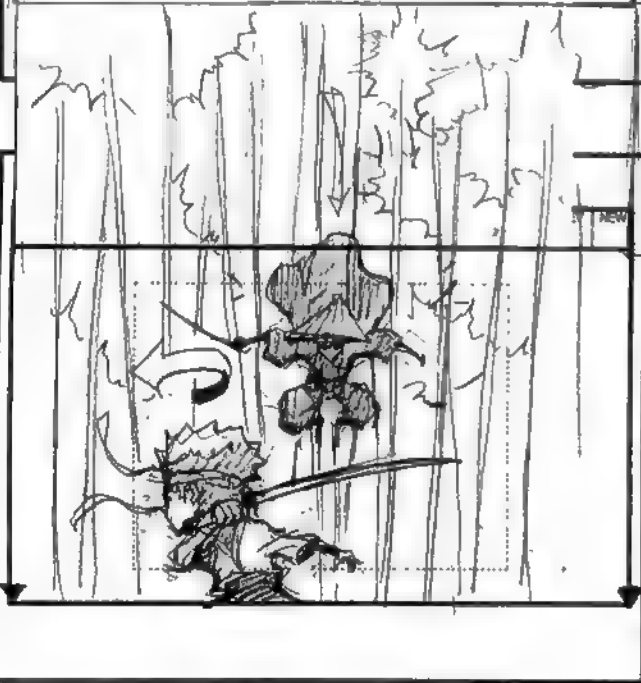
TIME 16X



ACTION Int. Ext. Day Night

DIALOGUE

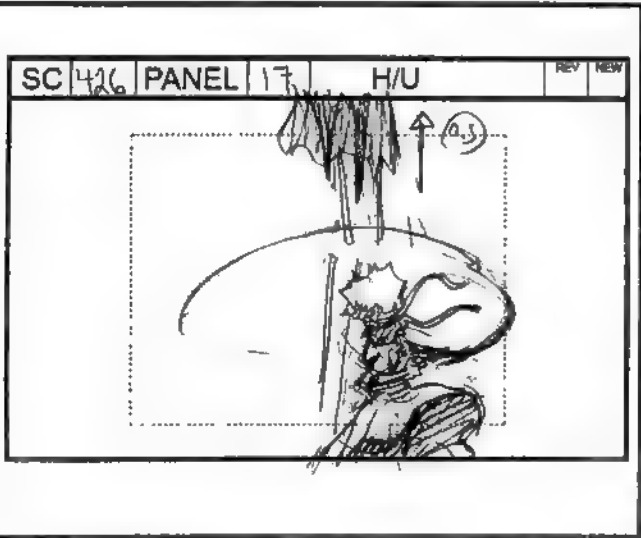
START TIME



ACTION Int. Ext. Day Night  
 PAN DOWN W/ SWORDSMAN LANDS ON BAMBOO TREES  
 STOP AS (H) MOVES IN AND ANTICS BACK TO ATTACK  
 ANIM. BAMBOO REACTS

DIALOGUE HUEY  
 IMPOSSIBLE

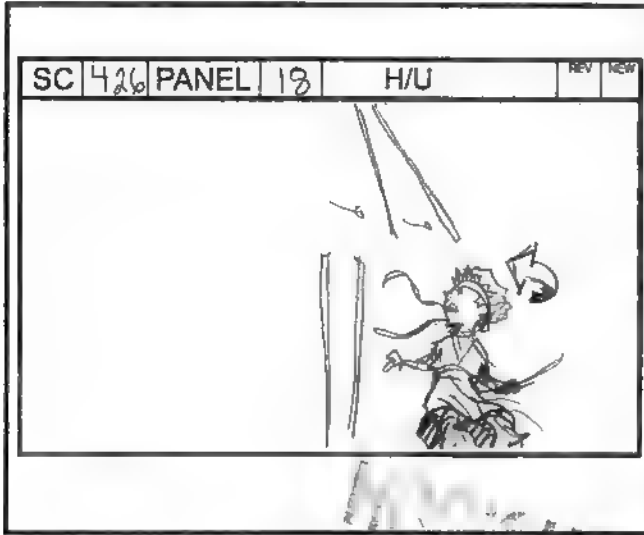
PAN | HOLD  
 TIME 6X | 12X



ACTION Int. Ext. Day Night  
 (H) SWINGS BUT MISSES AS SWORDSMAN LEAPS BACK UP INTO SC.

DIALOGUE

TIME 6X

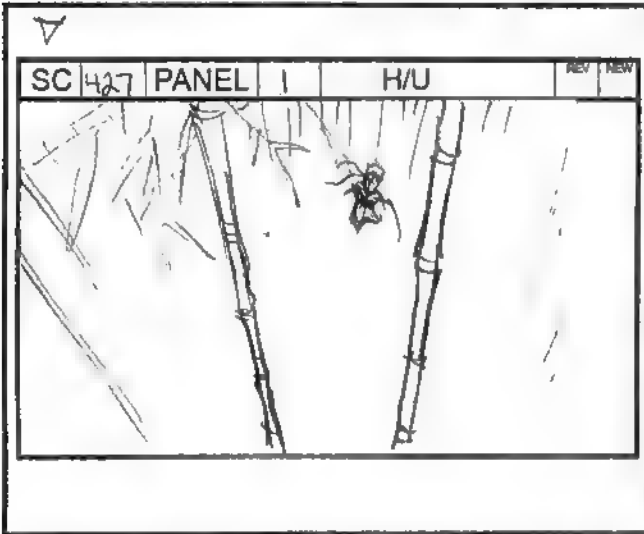


ACTION Int. Ext. Day Night  
 ANIM' BAMBOO FALLING. AS (H) LOOKS UP AT (OS) SWORDSMAN.

DIALOGUE

→ HE HAS TURNED

TIME 12X

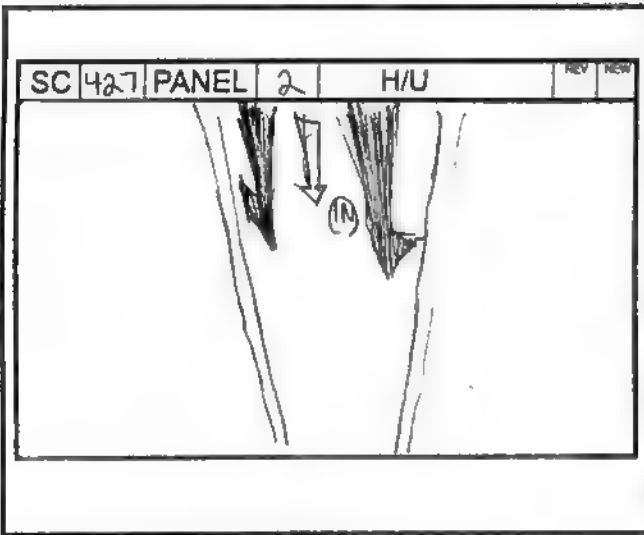


ACTION Int. Ext. Day Night  
 DOWNSHOT OF (H) LOOKING UP AT (OS) SWORDSMAN.

DIALOGUE

MY SIGHT

TIME 16X

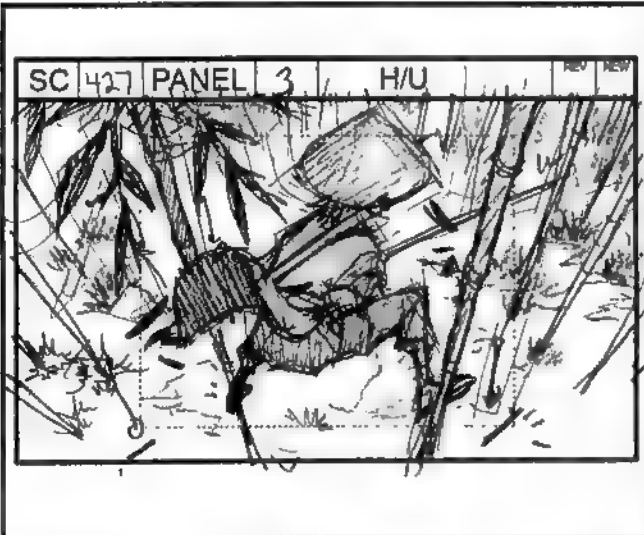


ACTION Int. Ext. Day Night  
 SWORDSMAN FALLS INTO SC.

DIALOGUE

INTO

TIME 4X

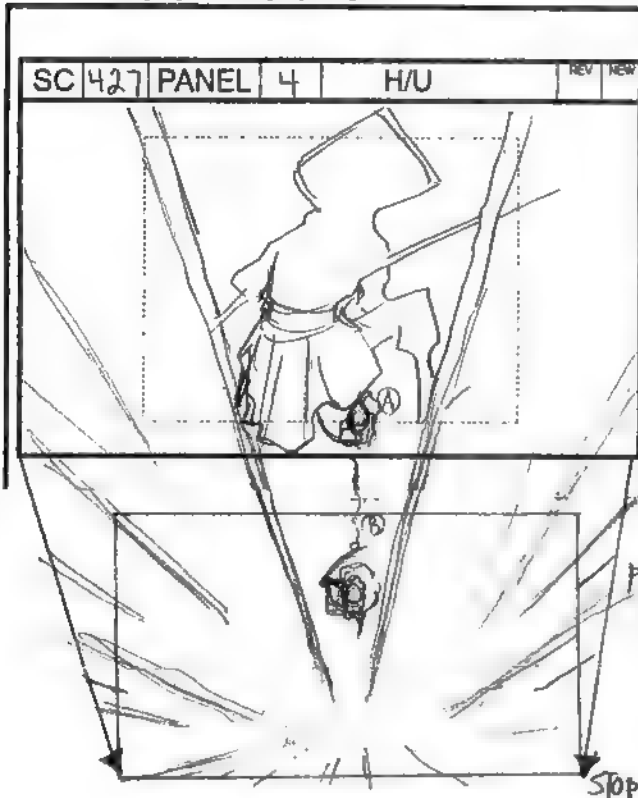


ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE

ES HUEY CANT  
 : A LIABILITY

TIME Dial 18X | 24X



ACTION Int. Ext. Day Night  
 PAN DOWN TO REVEAL (H) RUNNING TOWARD BASE OF BAMBOO TREES. HE ANTICS TO SWING.

DIALOGUE

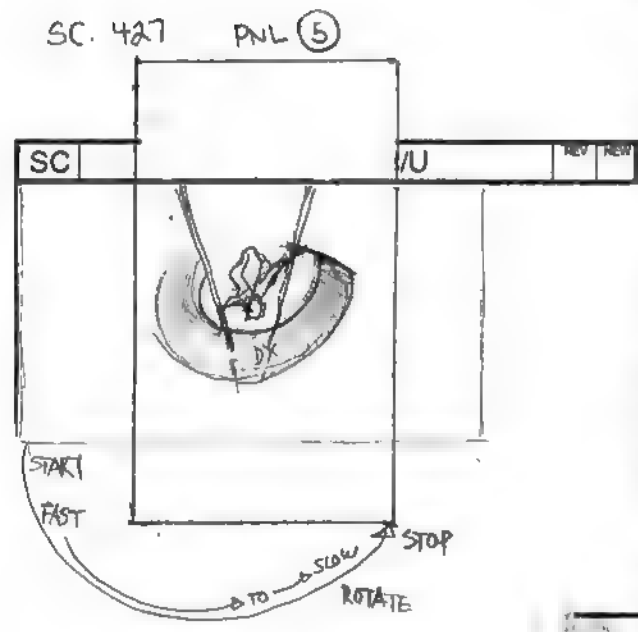
START  
 TIME PAN HOLD  
 16x 6x

PAN II.

ACTION Int. Ext. Day Night

DIALOGUE

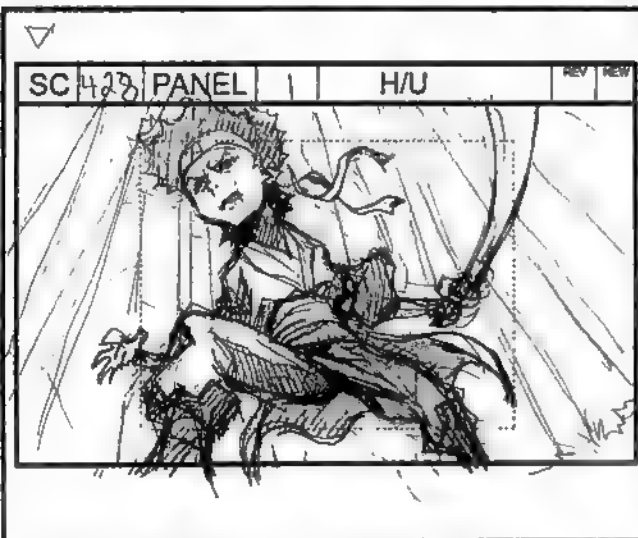
TIME



ACTION Int. Ext. Day Night  
 (H) CUTS THRU BAMBOO. DX FX ON SWING.

DIALOGUE

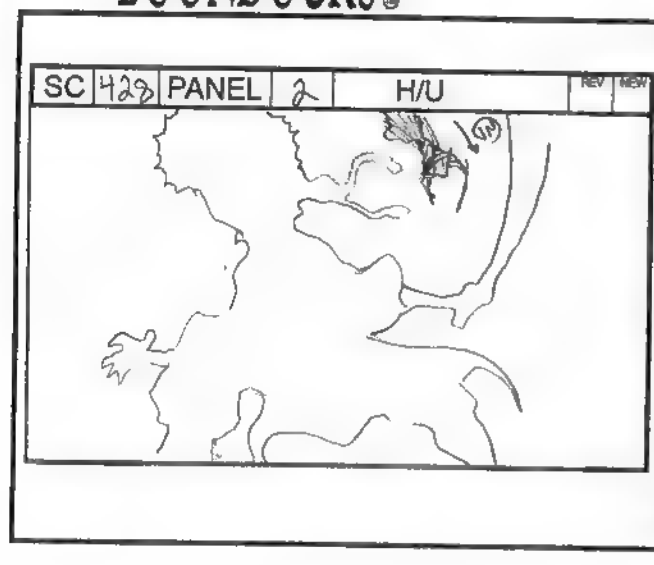
TIME FAST TO SLOW ROTATE HOLD  
 6x 24x 10x



ACTION Int. Ext. Day Night  
 UPSHOT ON (H)  
 TIMER - DON'T WORRY TOO MUCH ABOUT DIAL THRU

DIALOGUE THIS SEQUENCE. IT WILL BE ADJUSTED IN POST

TIME 6x

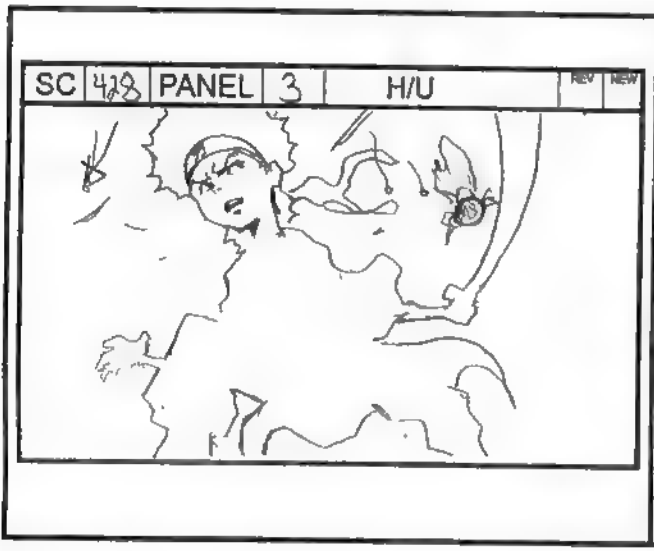


ACTION Int. Ext. Day Night  
 SWORDSMAN FLIPS INTO SC.

DIALOGUE

-10'

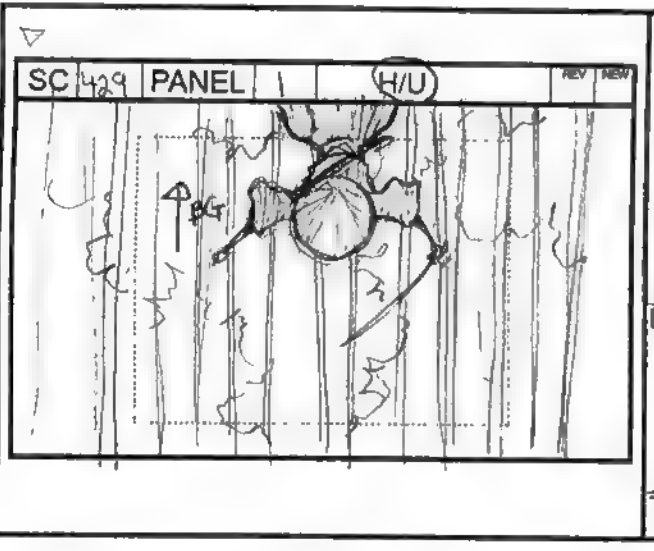
TIME 8X



ACTION Int. Ext. Day Night  
 (H) LOOKS BACK AS SWORDSMAN CONT'S TO FALL.  
 LEAVES FALL -

DIALOGUE


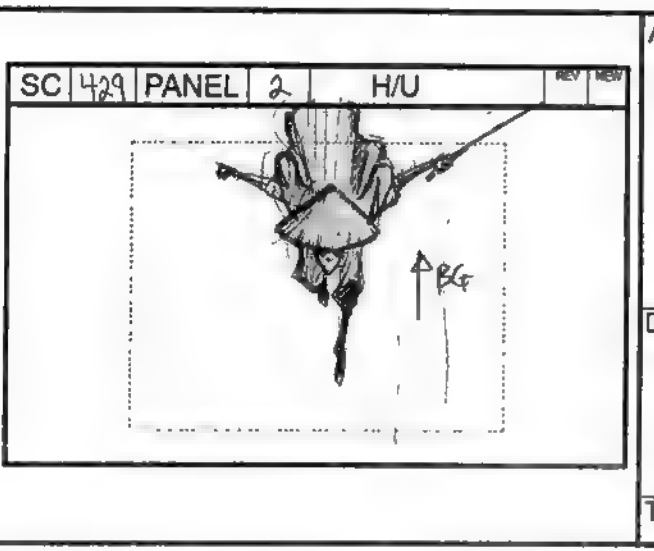
TIME 8X



ACTION Int. Ext. Day Night  
 PAN BG. UP AS SWORDSMAN FALLS DOWNWARD.

DIALOGUE

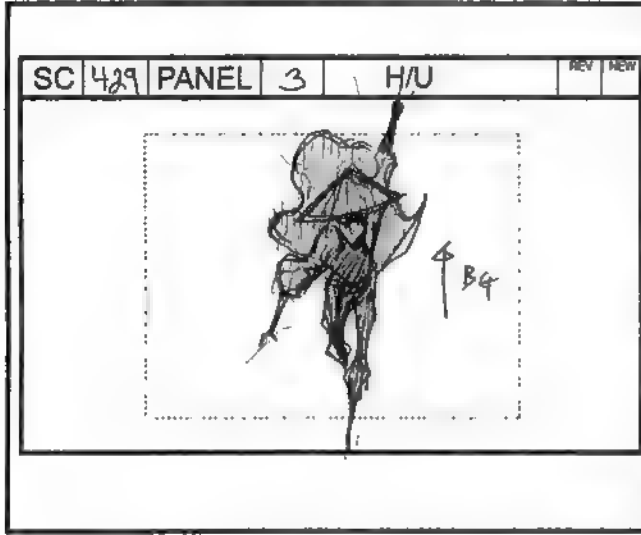
TIME 7X

ACTION Int. Ext. Day Night  
 HE ARCS UPWARD AS HE FALLS

DIALOGUE

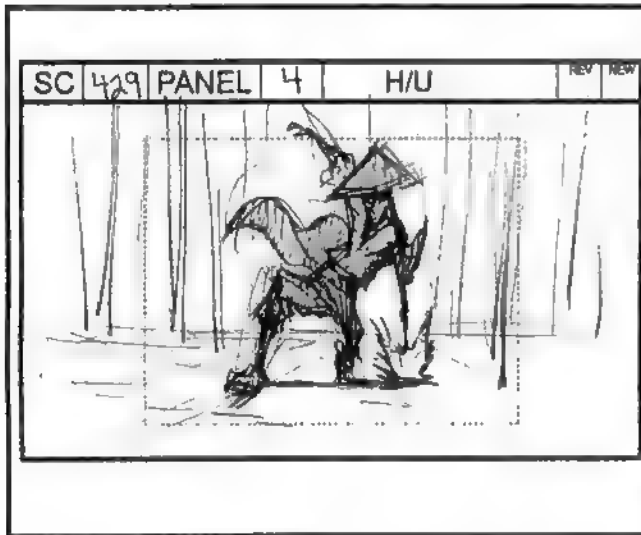
TIME 4X



ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE

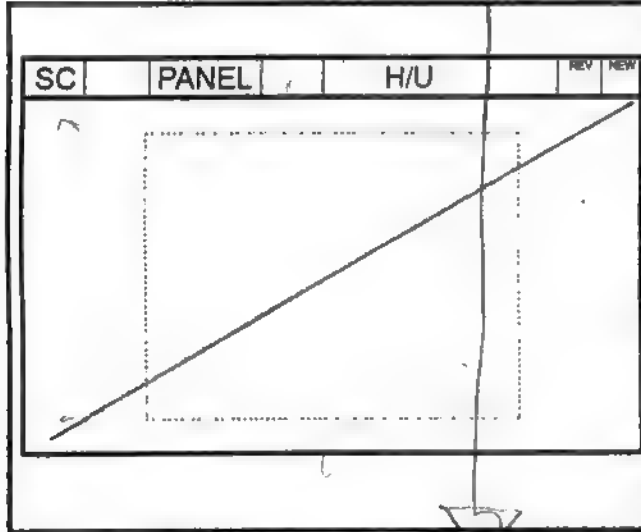
TIME 16x



ACTION Int. Ext. Day Night  
 HE LANDS AND SWINGS HIS SWORD INTO GROUND

DIALOGUE

TIME 8x

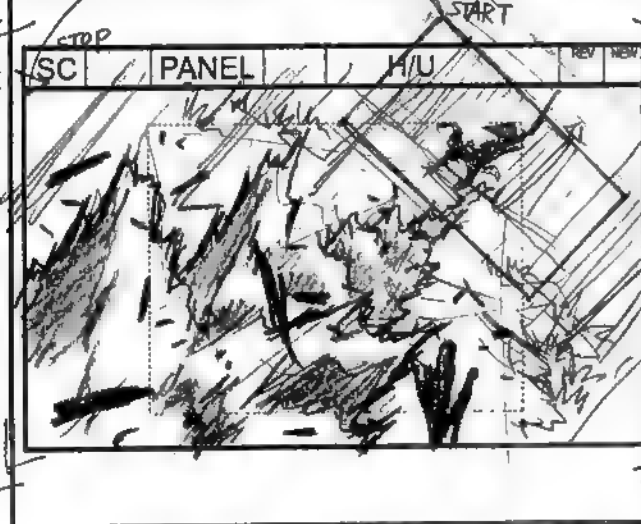


ACTION Int. Ext. Day Night

DIALOGUE

TIME

Sc. 429 PNL (5) TO ← SLOW



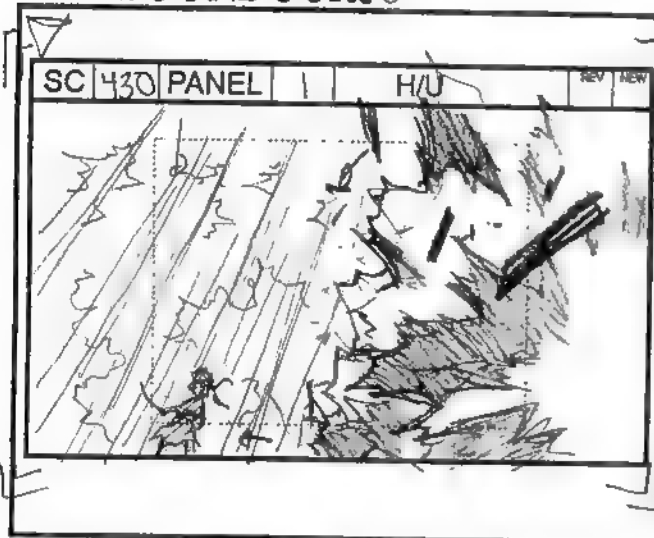
ACTION Int. Ext. Day Night  
 TWIST TRUCK OUT AS HE ARCS HIS SWORD UPWARDS SENDING A POWERFUL DUST STORM TOWARD CAM'

CAM' SHAKE IN CAMERA

DIALOGUE

TIME SLOW to FAST T.O. | HOLD  
 12x | 6x | 2x | 25x

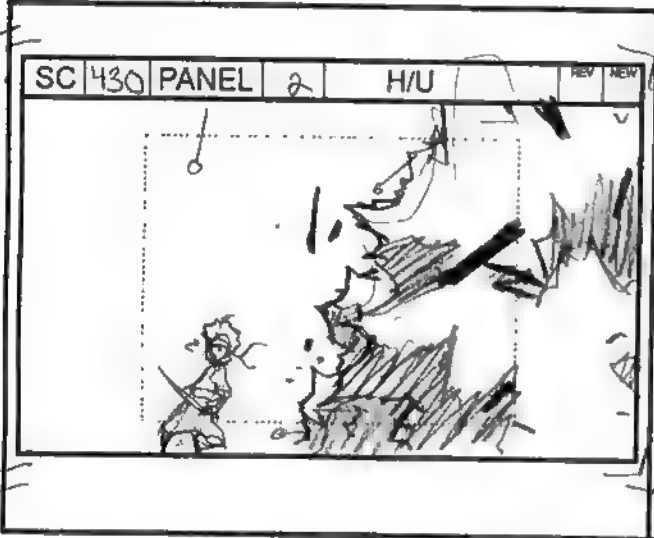




ACTION Int. Ext. Day Night  
BI-PACK T.I AS DUSTSTORM RAGES  
TOWARD (H) CONT' CAM SHAKE

DIALOGUE

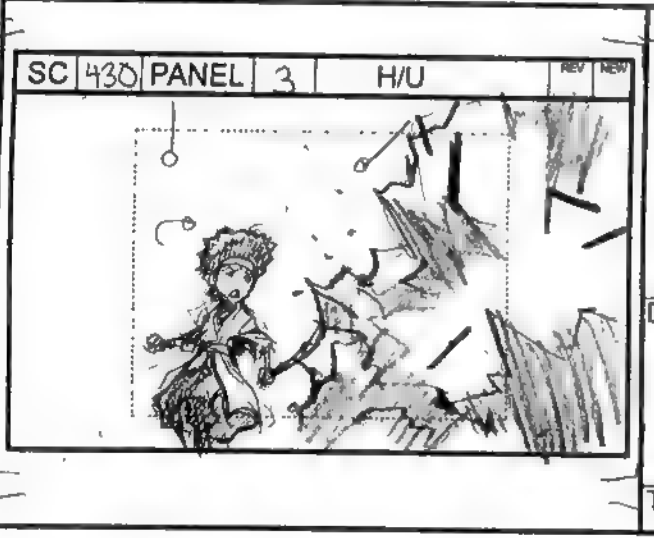
TIME 32x



ACTION Int. Ext. Day Night  
ACTION CONT'  
CAM SHAKE

DIALOGUE

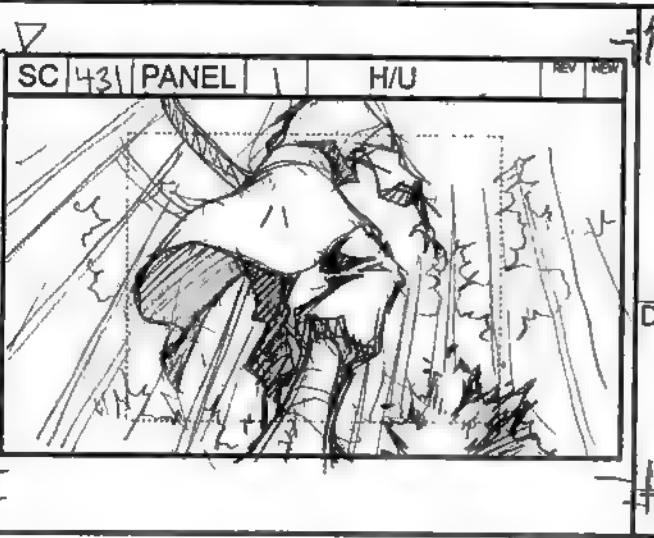
TIME 16x



ACTION Int. Ext. Day Night  
ACTION CONT'  
CAM SHAKE

DIALOGUE

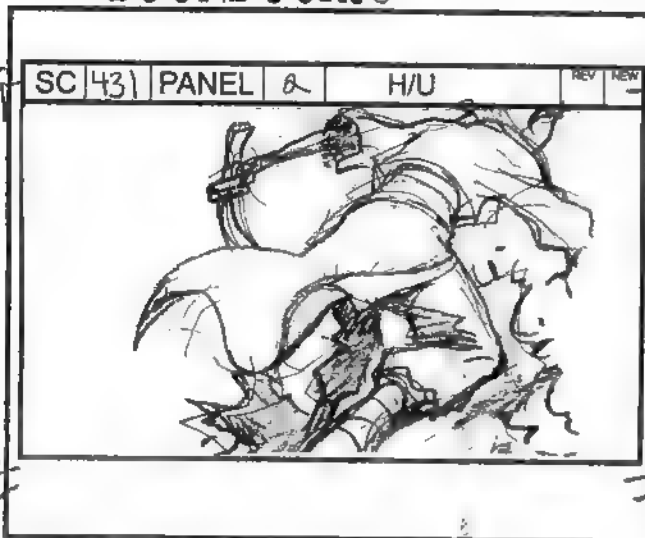
TIME 10x



ACTION Int. Ext. Day Night  
UPSHOT ON (H) AS DUSTSTORM MOVES  
TOWARD HIM: CONT' CAM SHAKE

DIALOGUE

TIME 12x

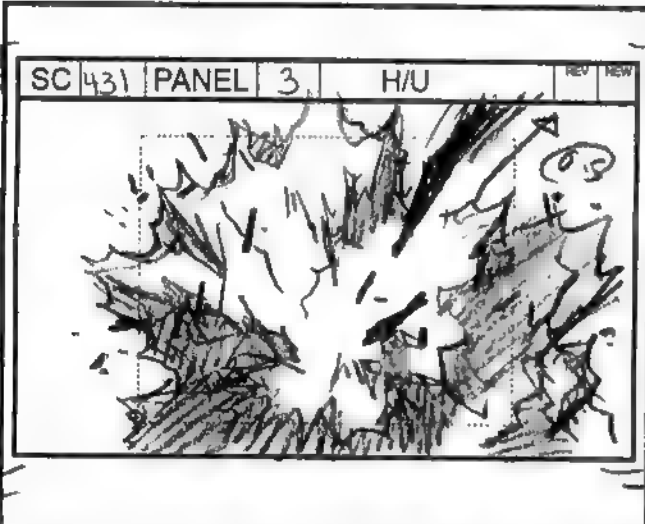


ACTION Int. Ext. Day Night  
 CONT' CAM' SHAKE AS (H) ANTICS DOWN. DUSTSTORM ADVANCES.

DIALOGUE ( H )

-A

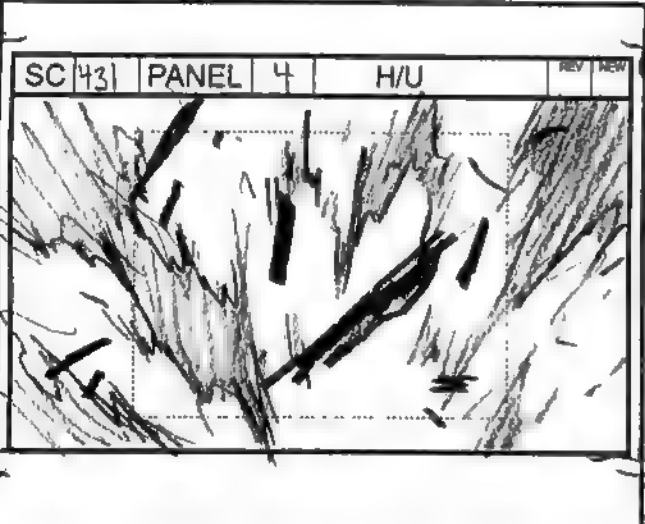
TIME 4X



ACTION Int. Ext. Day Night  
 CONT' CAM' SHAKE AS (H) JUMPS UP 10.5 SEC. DUSTSTORM STILL ADVANCES

DIALOGUE

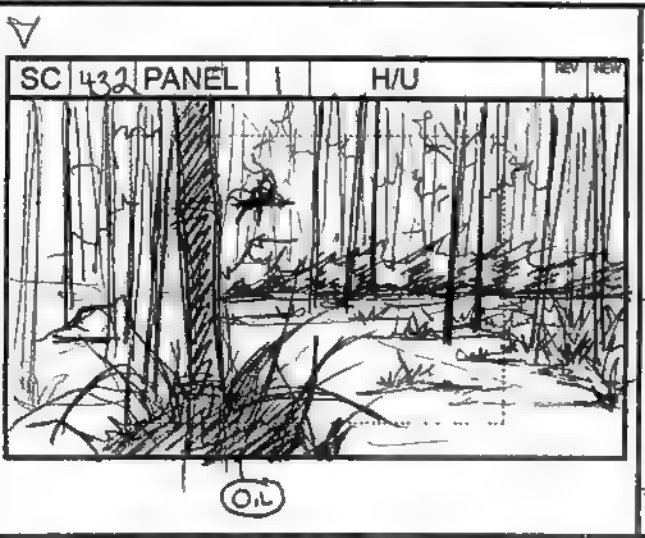
TIME 4X



ACTION Int. Ext. Day Night  
 CONT' CAM' SHAKE AS DUSTSTORM FILLS CAM'

DIALOGUE

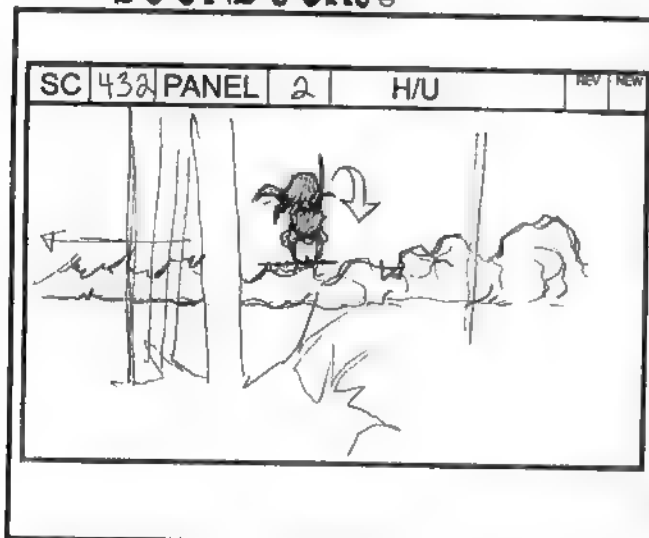
TIME 14X



ACTION Int. Ext. Day Night  
 WIDESHOT ON FORREST AS (H) LEAPS OVER ADVANCING DUSTSTORM.

DIALOGUE

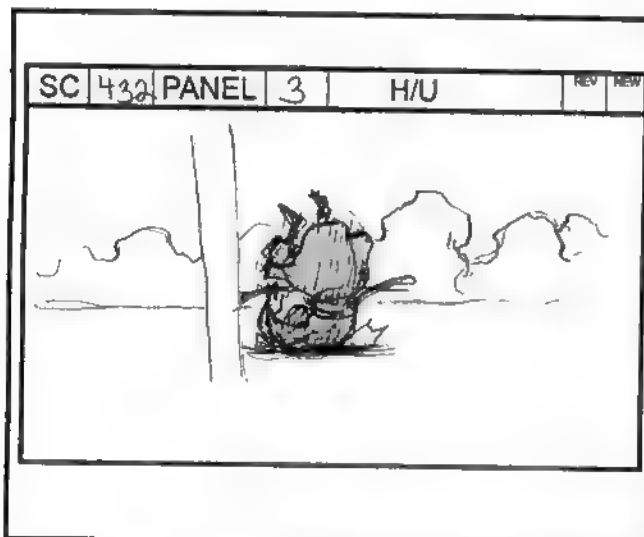
TIME 24X



ACTION Int. Ext. Day Night  
 (H) FLIPS OVER DUSTSTORM

DIALOGUE (P)

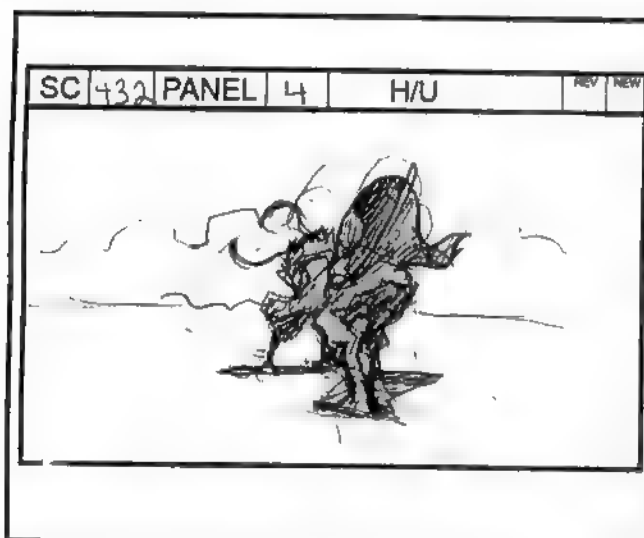
TIME 1 16x



ACTION Int. Ext. Day Night  
 (H) LANDS ON BACK...

DIALOGUE - 1 -

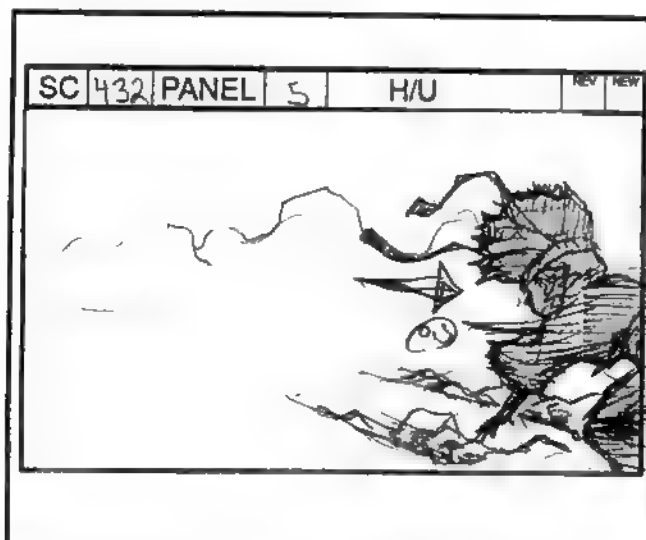
TIME 6x



ACTION Int. Ext. Day Night  
 ...AND FLIPS BACK TO HIS HANDS AND FEET AND SLIDES BACKWARD.

DIALOGUE

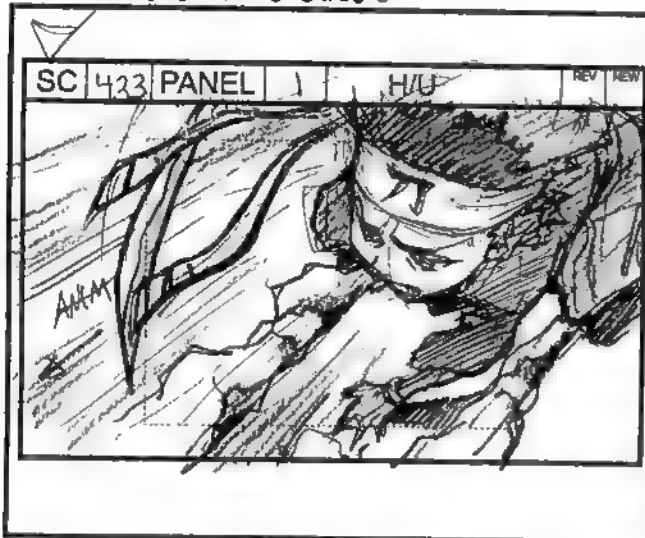
TIME 6x



ACTION Int. Ext. Day Night  
 ACTION CONT' AS (H) SLIDES (O.S.)

DIALOGUE

TIME 8x

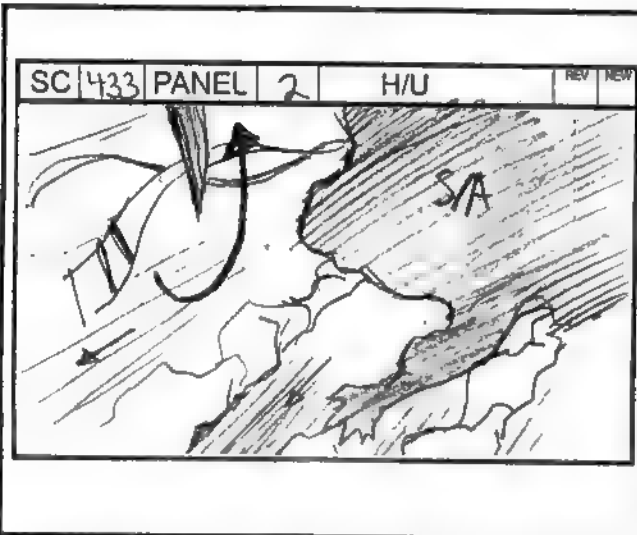


SC 433 PANEL 1 H/U

ACTION Int. Ext. Day Night  
 (H) SLIDING BACK. ANIM' GROUND AND DUST.

DIALOGUE

TIME 28x

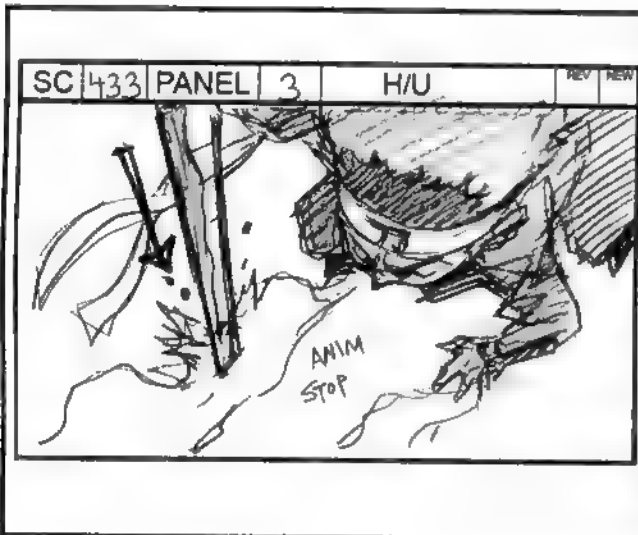


SC 433 PANEL 2 H/U

ACTION Int. Ext. Day Night  
 (H) RAISES SWORD UPWARDS. CONT' TO ANIM' GROUND

DIALOGUE

TIME 12x

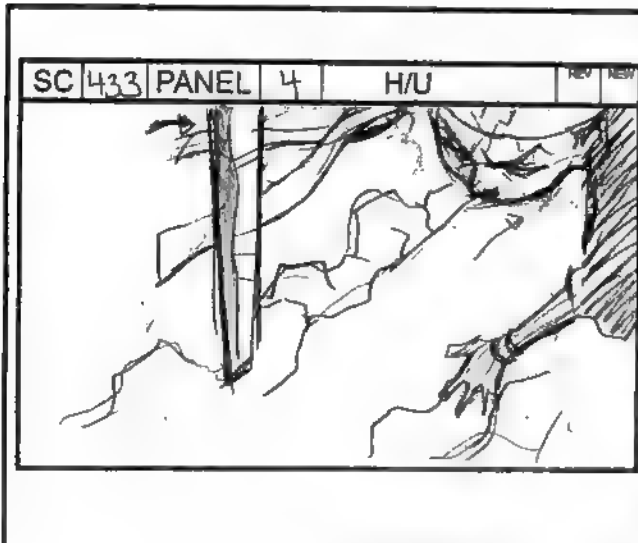


SC 433 PANEL 3 H/U

ACTION Int. Ext. Day Night  
 (H) STABS THE GROUND W/ SWORD. STOP ANIMATING GROUND.

DIALOGUE

TIME 4x

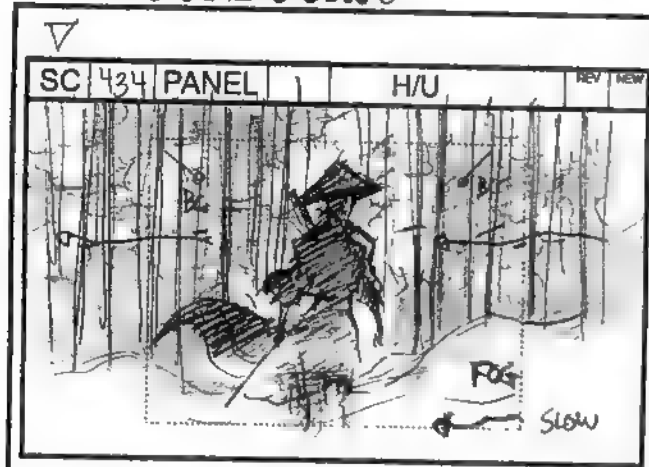


SC 433 PANEL 4 H/U

ACTION Int. Ext. Day Night  
 (H) PUSHED BACK & STOPS

DIALOGUE

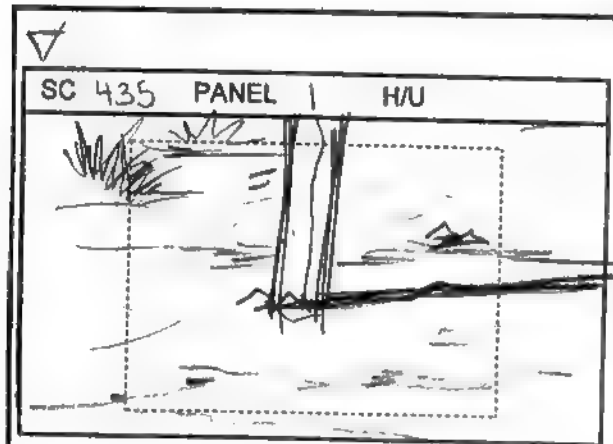
TIME 31x



ACTION Int. Ext. Day Night  
 SLOW BI-PACK TRUCK-OUT ON BG. ANIM' FOG IN FG.  
 SWORDSMAN WALKS TOWARD CAM.  
 16x - 20x ?

DIALOGUE

TIME 75x

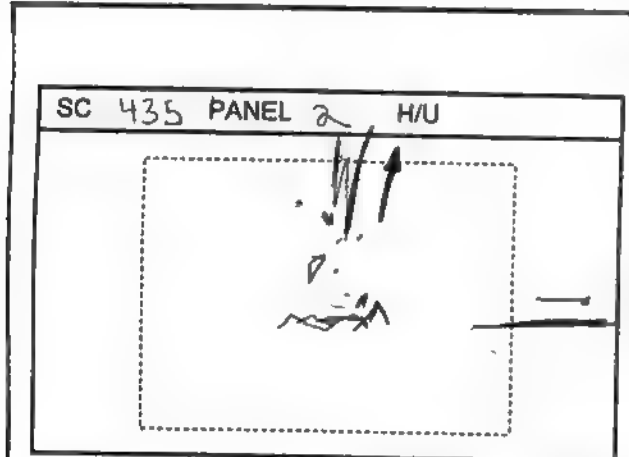


ACTION Int. Ext. Day Night  
 CU ON SWORD EMBEDDED IN THE GROUND

DIALOGUE



TIME 10x

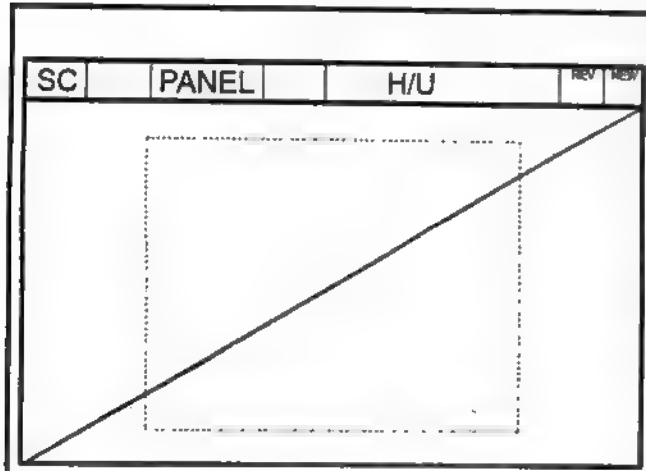


ACTION Int. Ext. Day Night  
 SWORD RISES UP. OUT. OF GROUND BEGIN PAN WITH SWOOP.

DIALOGUE

TIME 4x

SC435 Continued



ACTION Int. Ext. Day Night  
 NO SC.

DIALOGUE

TIME



SC 435 PANEL 3 H/U

ACTION Int. Ext. Day Night



START

PAN

PAN w/ sword as it rises up past H's head. HE ROTATES SWORD CLOCKWISE.

B stop

DIALOGUE

TIME PAN (A) (B) 18x HOLD 8x

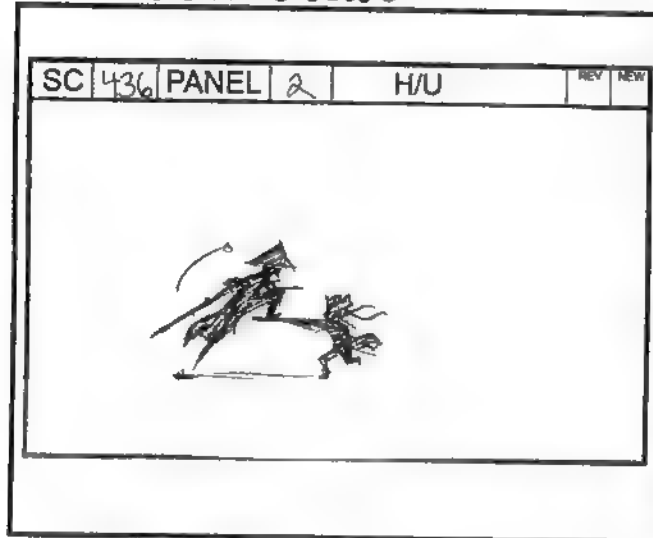
SC 435 PANEL 4 H/U	ACTION Int. Ext. Day Night
	ACTION CONT'
	DIALOGUE
	TIME 12x

SC 435 PANEL 5 H/U	ACTION Int. Ext. Day Night	(H) CHARGES FORWARD, PAN
		WIACTION.
	STOP ← PAN ← START TIME FAST TO SLOW PAN HOLD 4x 8x 16x 19x	

SC 435 PANEL 6 H/U	ACTION Int. Ext. Day Night
	(H) RUNS O.S.
	DIALOGUE
	TIME 12x

SC 436 PANEL 1 H/U	ACTION Int. Ext. Day Night
	WIDE SHOT AS (H) RACES TOWARD SWORDSMAN.
	DIALOGUE
	TIME 8x

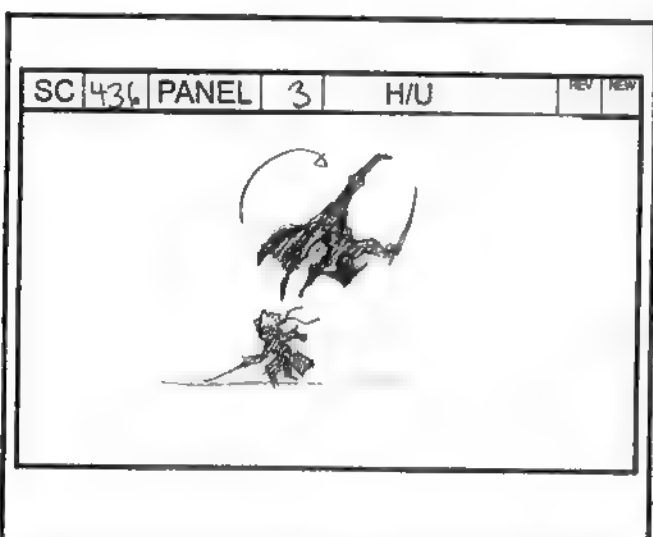
DX CAST  
SHADOWS



ACTION Int. Ext. Day Night  
 SWORDSMAN QUICKLY STEPS UP OFF OF (H)'S CHARGING SWORD.

DIALOGUE  
 (86) HUEY  
 HE

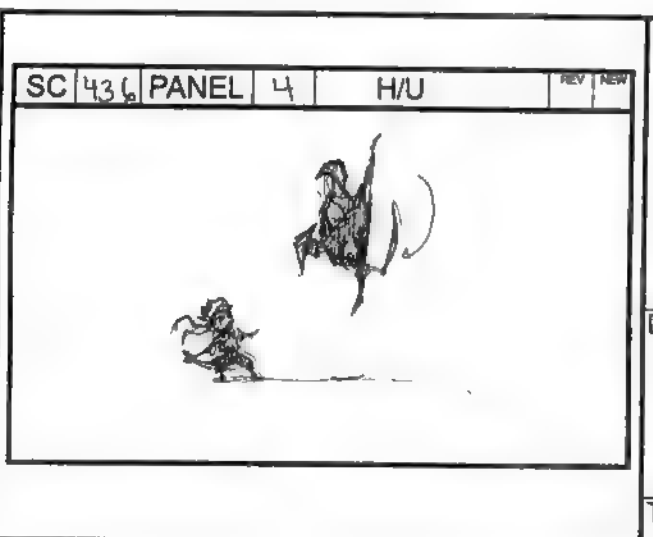
TIME 4X



ACTION Int. Ext. Day Night  
 SWORDSMAN FLIPS UP + OVER (H).

DIALOGUE  
 HUEY  
 HAS NO

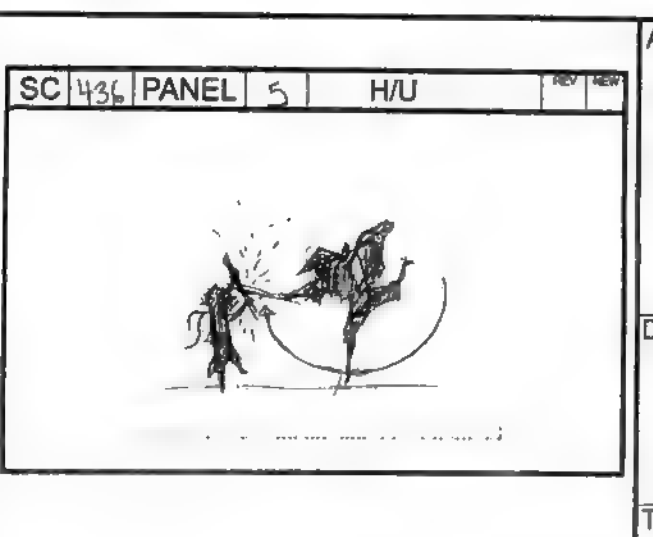
TIME 10X



ACTION Int. Ext. Day Night  
 (H) TURNS TO FACE SWORDSMAN ARCING TOWARD HIM W/SWORD.

DIALOGUE  
 HUEY  
 JUST

TIME 8X




ACTION Int. Ext. Day Night  
 (H) BLOCKS SWORD ATTACK, ANIM' SPARKS.

DIALOGUE

TIME 4X

SC 436	PANEL 6	H/U	REV	NEW
--------	---------	-----	-----	-----




ACTION Int. Ext. Day Night  
 (SM) SENDING INTO THE AIR.  
 (H)

DIALOGUE

TIME 2X

SC 436	PANEL 7	H/U	REV	NEW
--------	---------	-----	-----	-----




ACTION Int. Ext. Day Night  
 SWORDSMAN PREPARES TO STRIKE AS  
 (H) START DROPPING DOWN

DIALOGUE

TIME 2X

SC 436	PANEL 8	H/U	REV	NEW
--------	---------	-----	-----	-----




ACTION Int. Ext. Day Night  
 (H) BLOCKS SWORDSMAN'S ATTACK, ANIM SPARKS.

DIALOGUE  
 HUEY  
 C...

TIME 2X

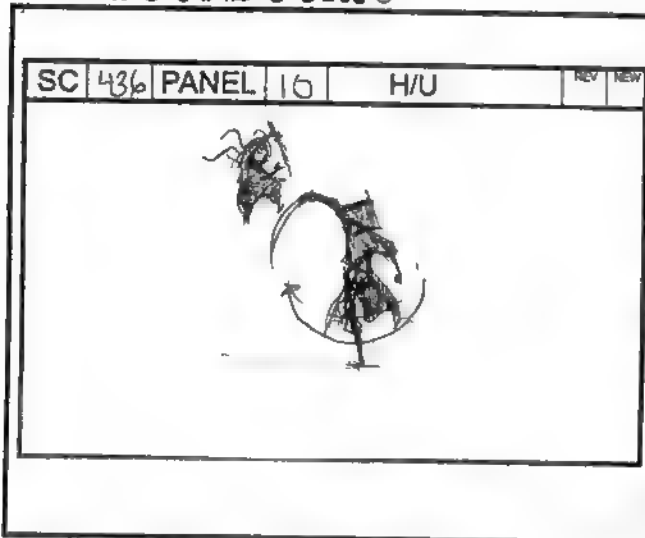
SC 436	PANEL 9	H/U	REV	NEW
--------	---------	-----	-----	-----



ACTION Int. Ext. Day Night  
 (SM) SENDING (H) UP AGAIN

DIALOGUE  
 HUEY  
 ... AUSE

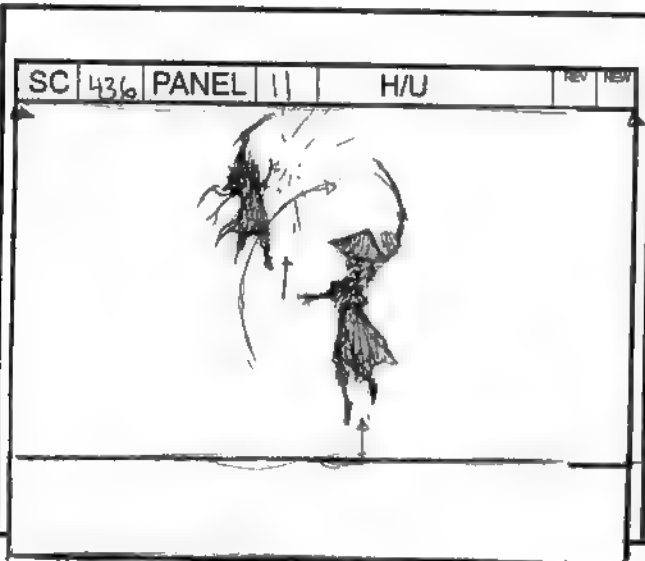
TIME 6X



ACTION Int. Ext. Day Night  
 SWORDSMAN ATTACKS UPWARD W/SWORD

DIALOGUE  
HUEY  
 TO

TIME 2X

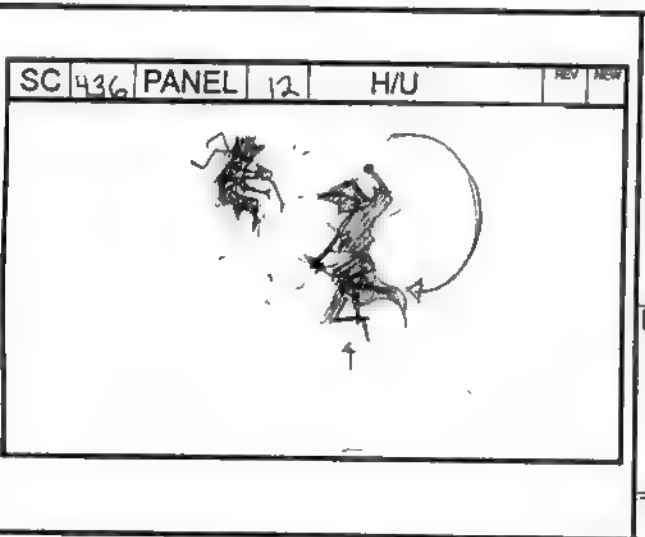


ACTION Int. Ext. Day Night  
 SLIGHT PAN UP W/SWORDSMAN AS HE  
 LEAPS UP ATTACKING (H).

DIALOGUE  
HUEY  
 W

STOP  
 TIME PAN 2X

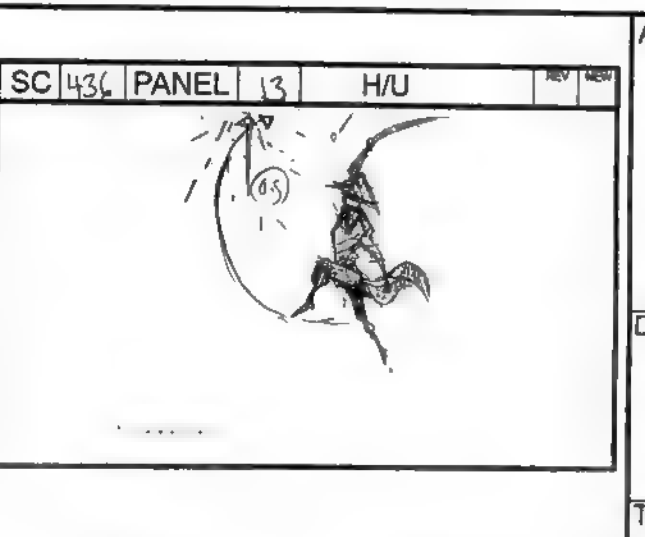
START



ACTION Int. Ext. Day Night  
 CONT

DIALOGUE  
HUEY  
 A

TIME 2X

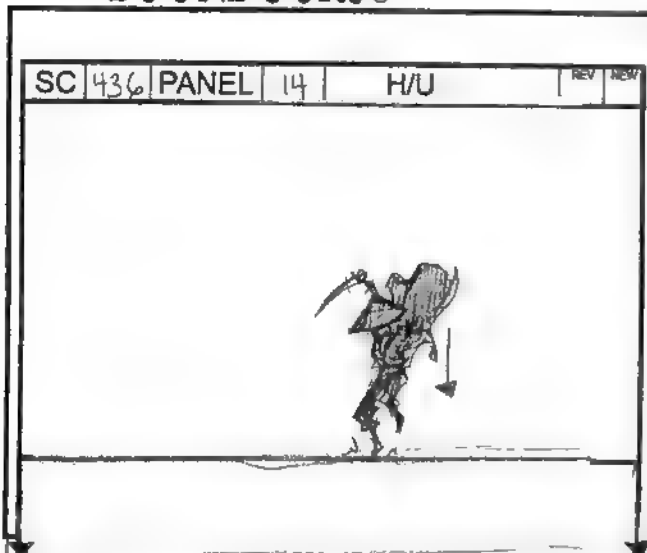


ACTION Int. Ext. Day Night  
 (SM) SENDING (H) UP (O.S)

DIALOGUE  
HUEY  
 NT MY LIFE

TIME 14X





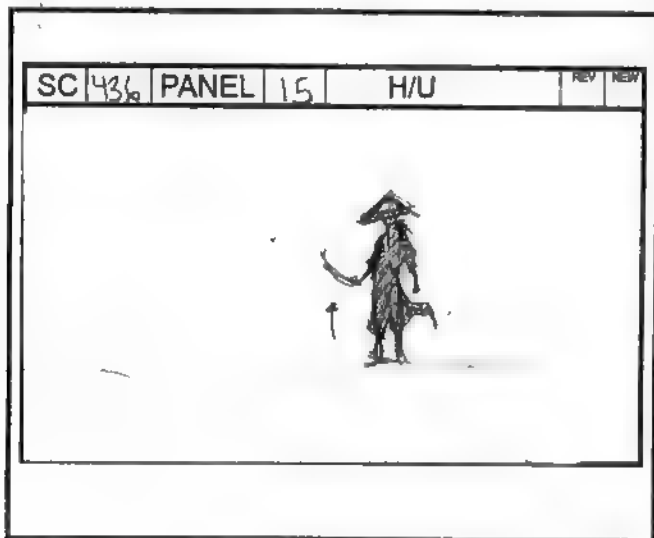
ACTION Int. Ext. Day Night  
 SWORDSMAN LANDS ON HIS FEET.

DIALOGUE

START

TIME PAN HOLD  
 10X 2X

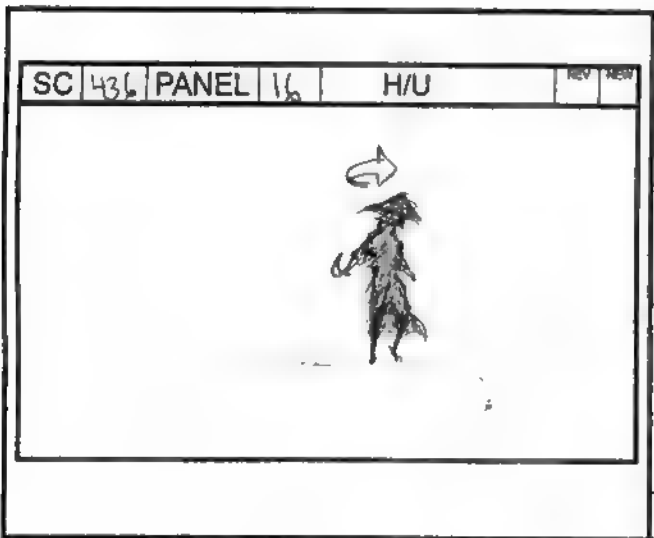
STOP



ACTION Int. Ext. Day Night  
 HE STANDS...

DIALOGUE HUEY  
 THERE'S

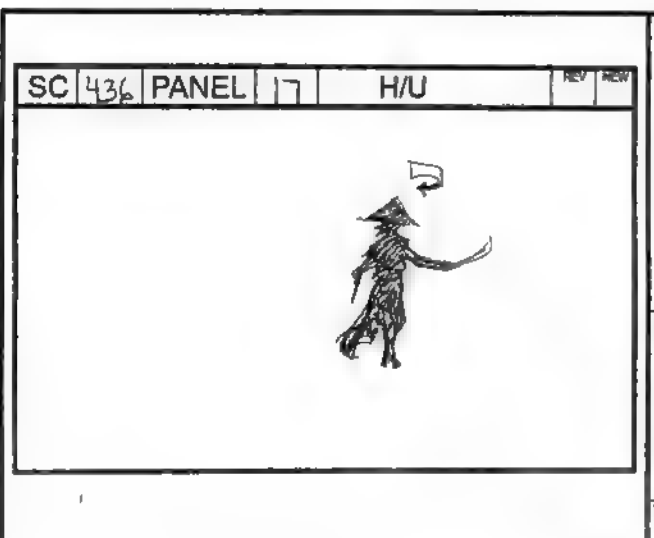
TIME 10X



ACTION Int. Ext. Day Night  
 HE START TURNING TO ATTACK as (H)

DIALOGUE HUEY  
 NO

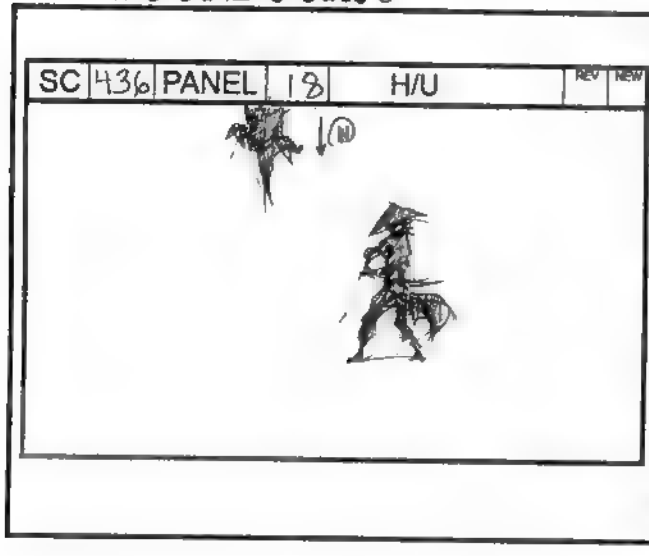
TIME 8X



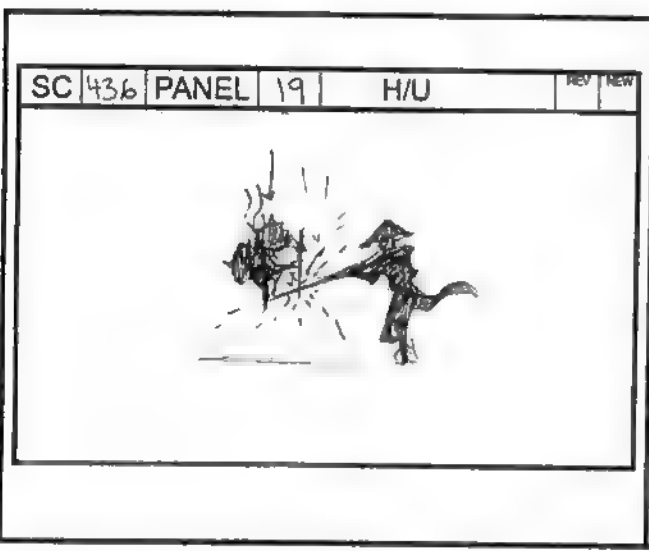
ACTION Int. Ext. Day Night  
 ACTION CONT

DIALOGUE HUEY  
 FORE...

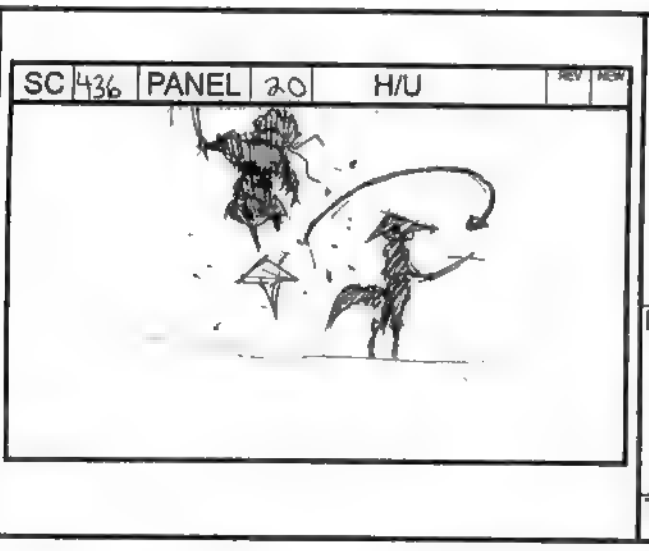
TIME 8X



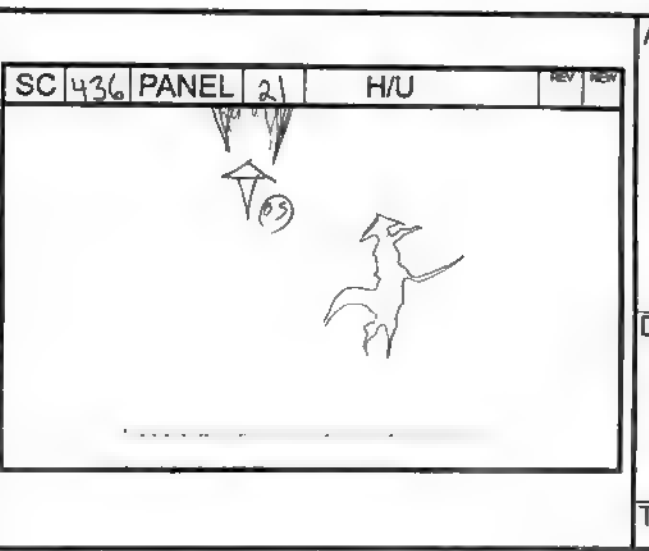
ACTION Int. Ext. Day Night  
 (SM) SWING SWORD AS  
 (H) FALLS INTO SC.  
 DIALOGUE  
 HUEY  
 THOU  
 TIME 4X



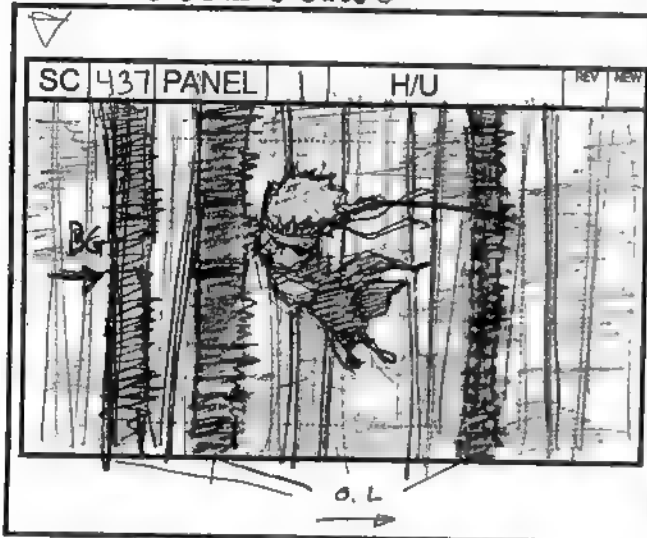
ACTION Int. Ext. Day Night  
 (H) BLOCKS ATTACK. ANIM' SPARKS.  
 DIALOGUE  
 HUEY  
 GHT  
 TIME 2X



ACTION Int. Ext. Day Night  
 (H) IS SENT FLYING BACKWARDS FROM SWORDSMAN ATTACK.  
 DIALOGUE  
 TIME 4X



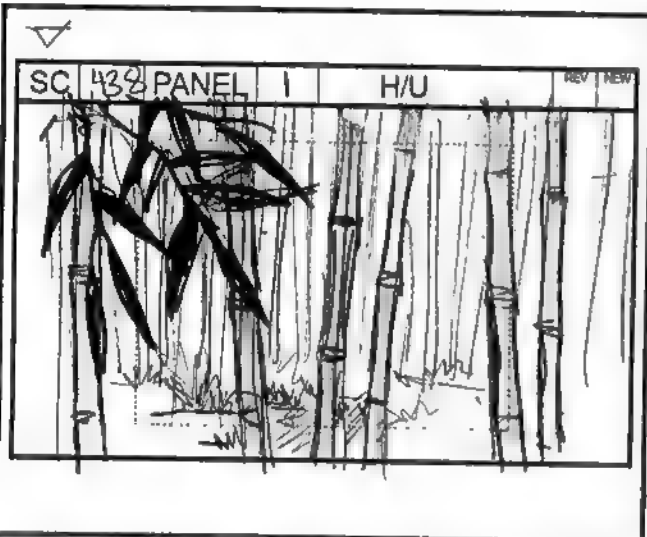
ACTION Int. Ext. Day Night  
 ACTION CONT'  
 DIALOGUE  
 HUEY  
 NO  
 TIME 10X



ACTION Int. Ext. Day Night  
 QUICKLY ANIM' O.L.'s + (BG) AT DIFFERENT SPEEDS AS (H) FLIES BACK INTO SC.

DIALOGUE  
 HUEY  
 LOGIC IN HIS ACTIONS

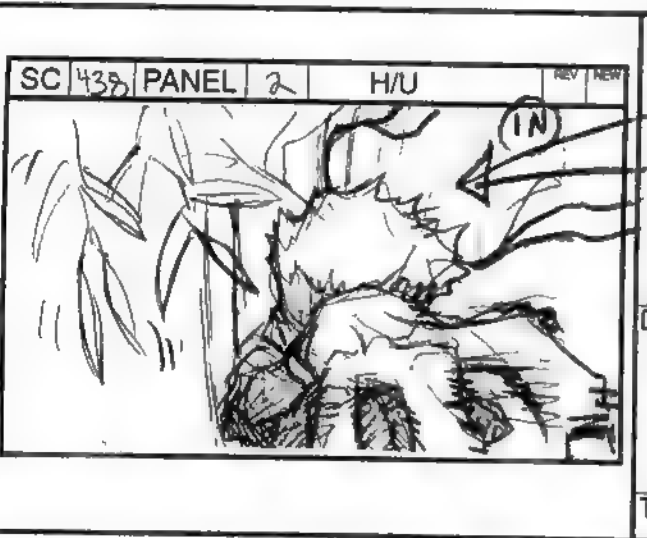
TIME DIAL 33x | 15x



ACTION Int. Ext. Day Night  
 ON BAMBOO TREES

DIALOGUE

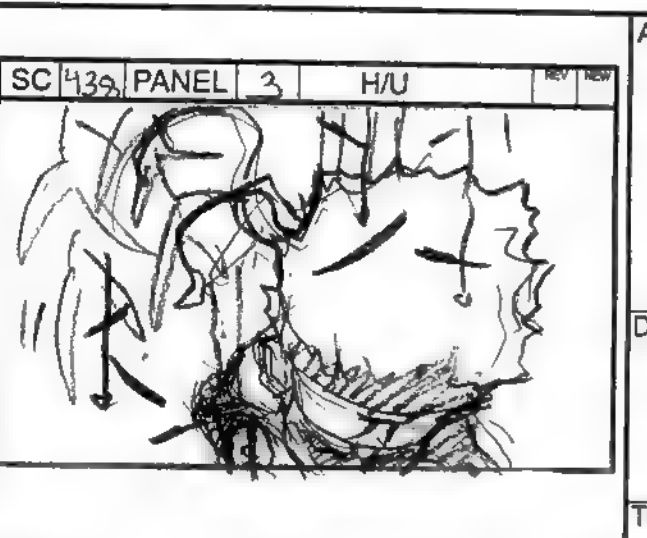
TIME 8x



ACTION Int. Ext. Day Night  
 (H) IMPACTS AGAINST TREES LEAVES SHAKE LOOSE AND FALL.

DIALOGUE

TIME 4x



ACTION Int. Ext. Day Night  
 BOUNCES

DIALOGUE

TIME 10x


SC 438	PANEL 4	H/U	REV	NEW
ACTION Int. Ext. Day Night (H) SLOWLY RISES, ANIM' LEAVES FALLING				
DIALOGUE				
TIME 32x				


SC 438	PANEL 5	H/U	REV	NEW
ACTION Int. Ext. Day Night SWORDSMAN QUIETLY SLIDES INTO SC. FAST (NOT WALKING - GHOST-LIKE)				
DIALOGUE				
TIME 16x				

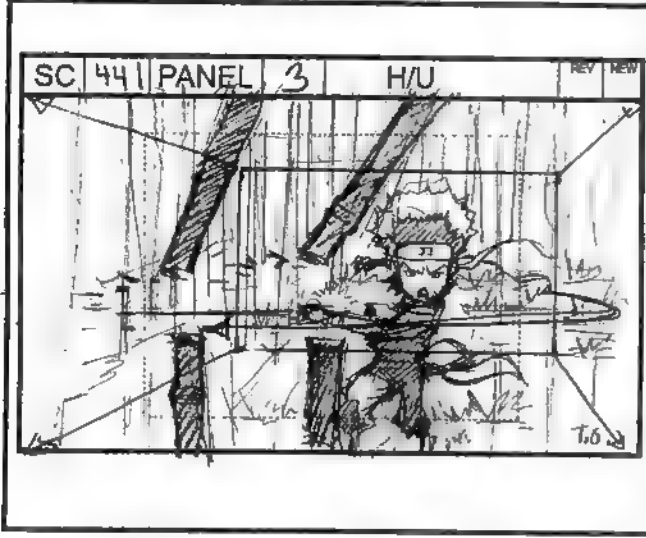
SC 438	PANEL 6	H/U	REV	NEW
ACTION Int. Ext. Day Night (H) SENSES HIS PRESCENCE AND TURNS head				
DIALOGUE				
TIME 12x				

SC 439	PANEL 1	H/U	REV	NEW
ACTION Int. Ext. Day Night (H) IN EXTREME FG. AS HE LOOKS BACK AT SWORDSMAN.				
DIALOGUE				
TIME 32x				

SC 440  
OUT

SC 44				PANEL 1		H/U		REV	NEW	
										ACTION Int. <input checked="" type="radio"/> Ext. Day <input type="radio"/> Night <input checked="" type="radio"/> ON (H)'S SHOCKED EXPRESSION
DIALOGUE										
TIME 9x										

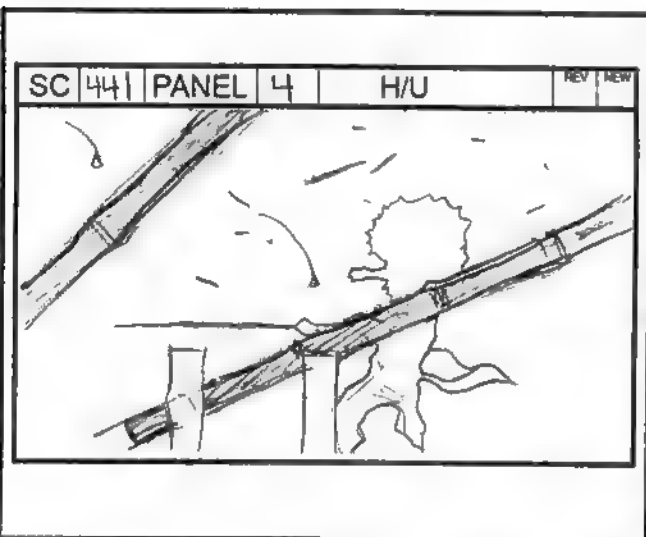
SC 44				PANEL 2		H/U		REV	NEW	
										ACTION Int. Ext. Day Night (H) ANTICS BACK TO STRIKE.
DIALOGUE JT'										
TIME 8x										



ACTION Int. Ext. Day Night  
 TRUCK OUT AS (H) SWINGS BLADE TOWARD CAM' CUTTING BAMBOO TREES.  
 TREES HOLD, THEN FALL

DIALOGUE  
 - CONT'

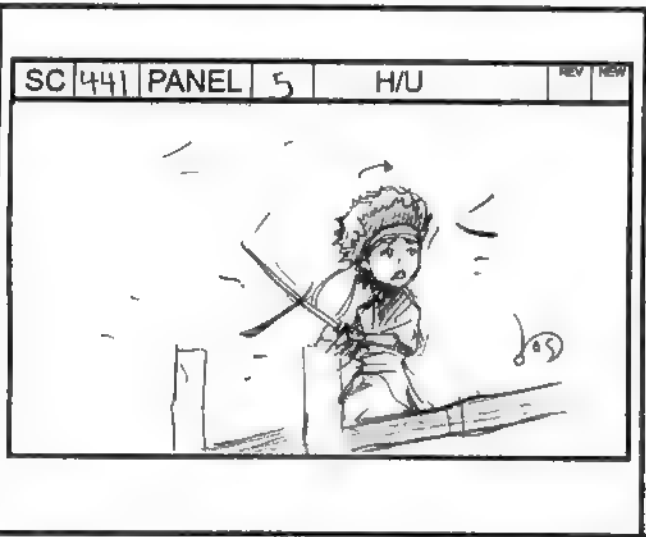
TIME 24X



ACTION Int. Ext. Day Night  
 TREES FALL TO GROUND

DIALOGUE  
 11 - CONT'

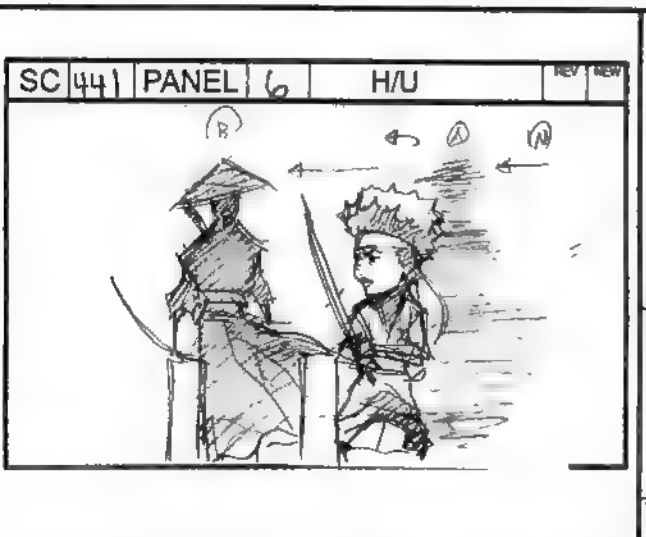
TIME 10X



ACTION Int. Ext. Day Night  
 ACTION CONT' AS (H) LOOKS SHOCKED THAT THE SWORDSMAN ESCAPED HIS BLOW.

DIALOGUE

TIME 14X

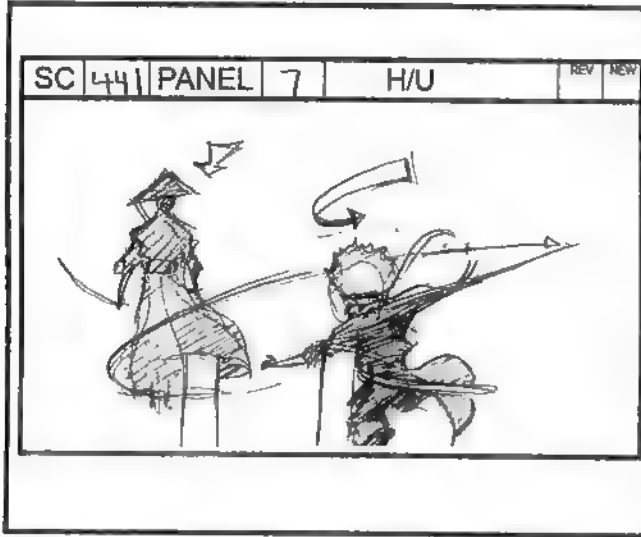


ACTION Int. Ext. Day Night  
 SWORDSMAN QUICKLY SLIDES BEHIND (H).  
 SLIDES IN AS BLUR SFX, THEN DRAPERY SETTLES

DIALOGUE

TIME 26X



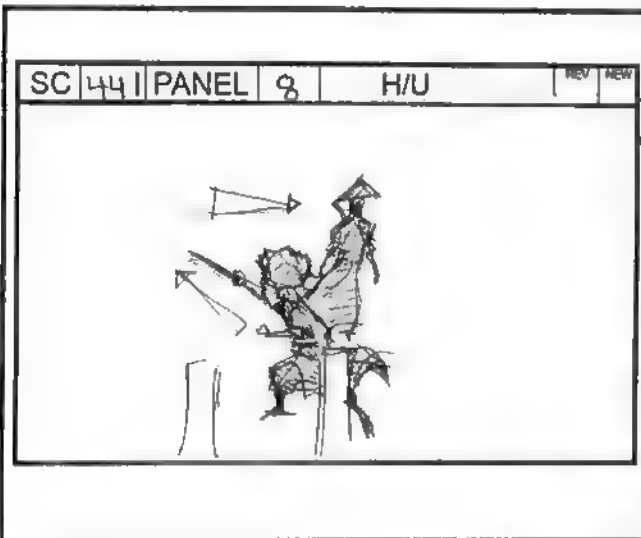


ACTION    Int.    Ext.    Day    Night

Ⓜ TURNS TO ATTACK SWORDSMAN WHO EASILY SLIDES AWAY FROM ATTACK.

DIAL:

TIME                      24x



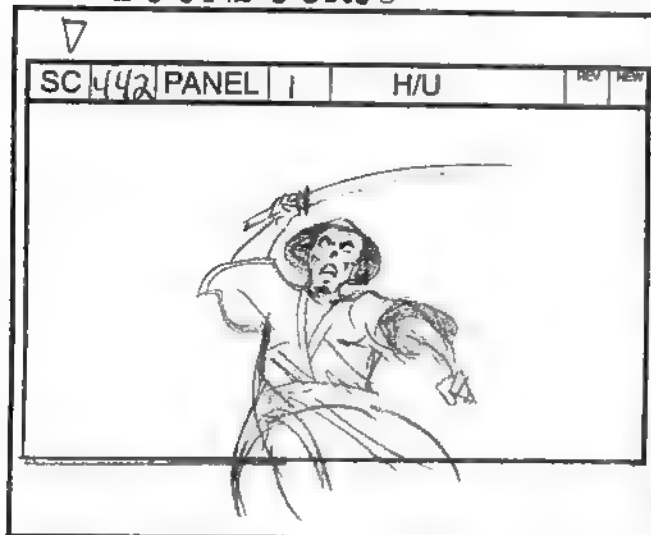
ACTION    Int.    Ext.    Day    Night

Ⓜ LUNGES TOWARD SWORDSMAN WHO EASILY SLIDES AWAY FROM BLOW.

DX CAST  
SHELLS

DI:

TIME                      20x

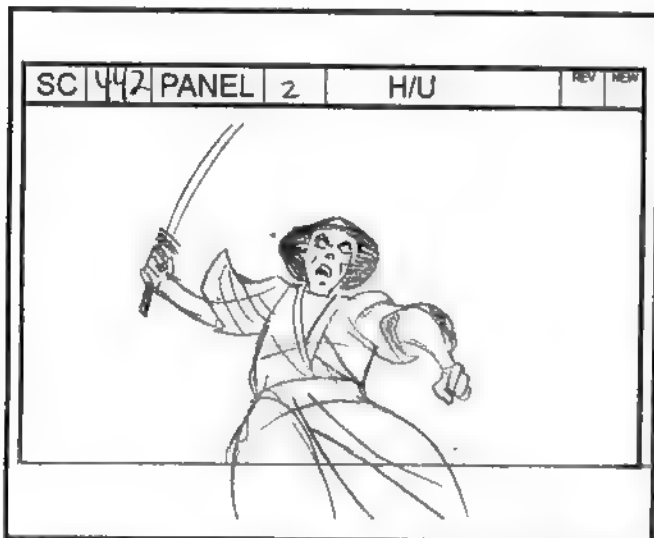


ACTION Int. Ext. Day Night

UPSHOT ON SAMURAI,  
SWORD UPPRAISED.

DIALOGUE

TIME 16X

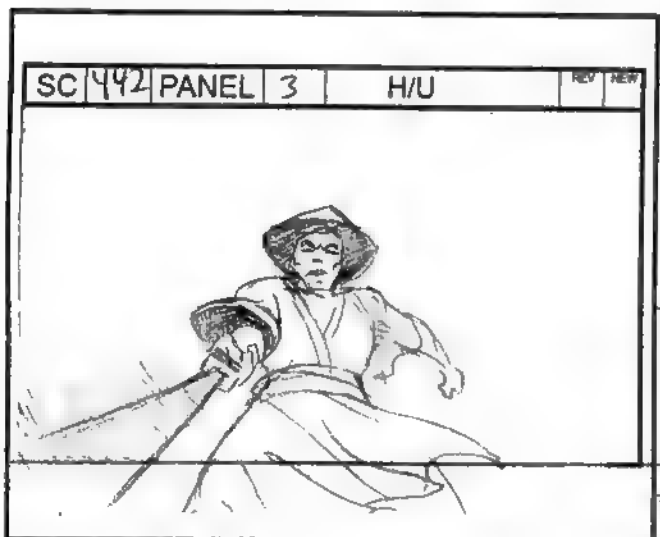


ACTION Int. Ext. Day Night

HE SWINGS SWORD.

DIALOGUE

TIME 4X

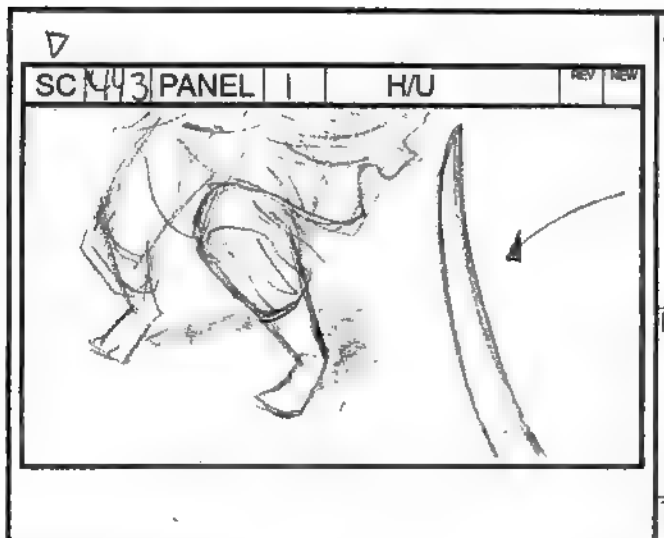


ACTION Int. Ext. Day Night

CONT.

DIALOGUE

TIME 4X



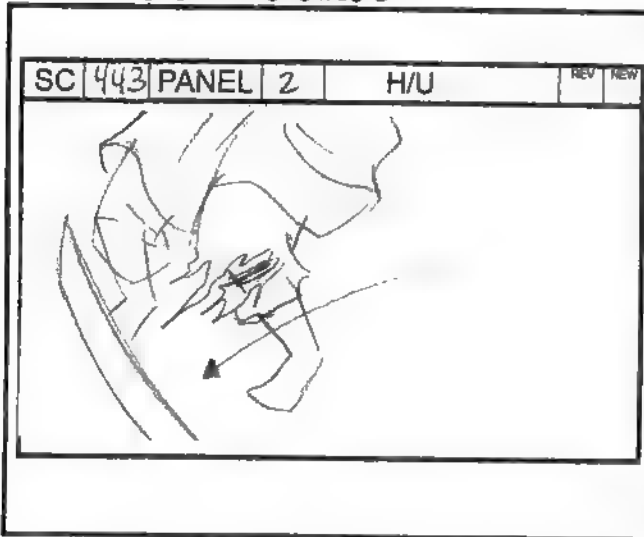
ACTION Int. Ext. Day Night

CUT TO (H'S) LEG.  
SWORD BLADE SWINGS AT HIM.

DIALOGUE

TIME 4X



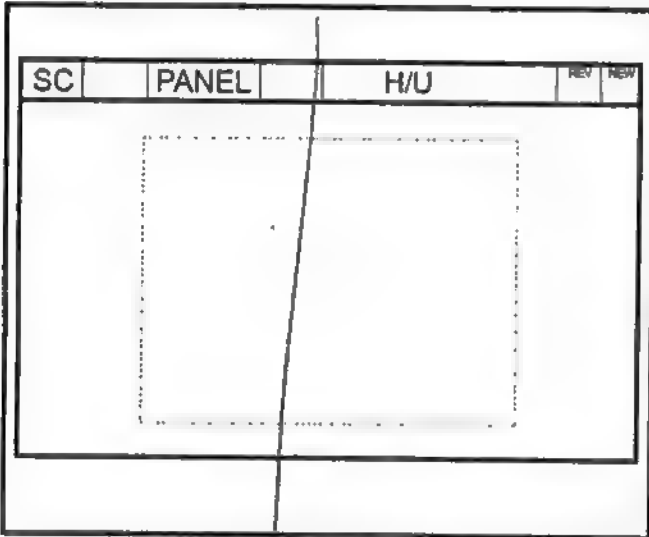


ACTION Int. Ext. Day Night

SWORD SLASHES (HS) LEG.

DIALOGUE

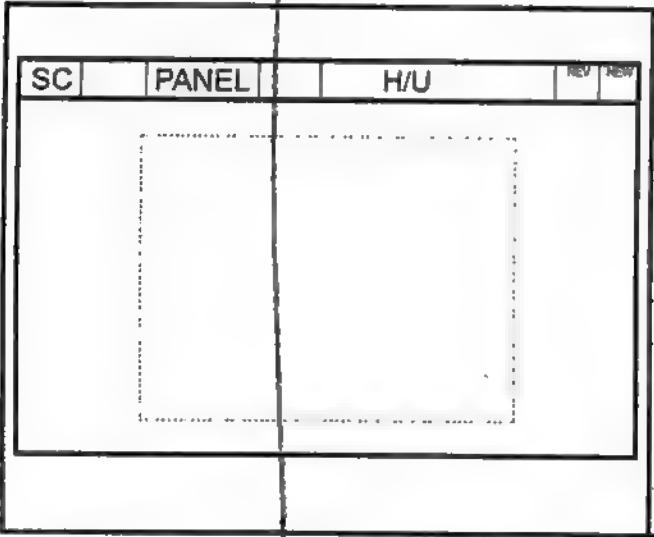
TIME 7x



ACTION Int. Ext. Day Night

DIALOGUE

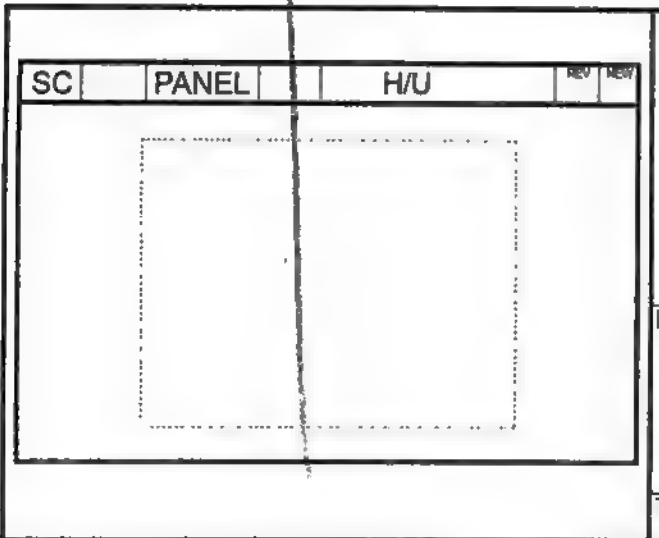
TIME



ACTION Int. Ext. Day Night

DIALOGUE

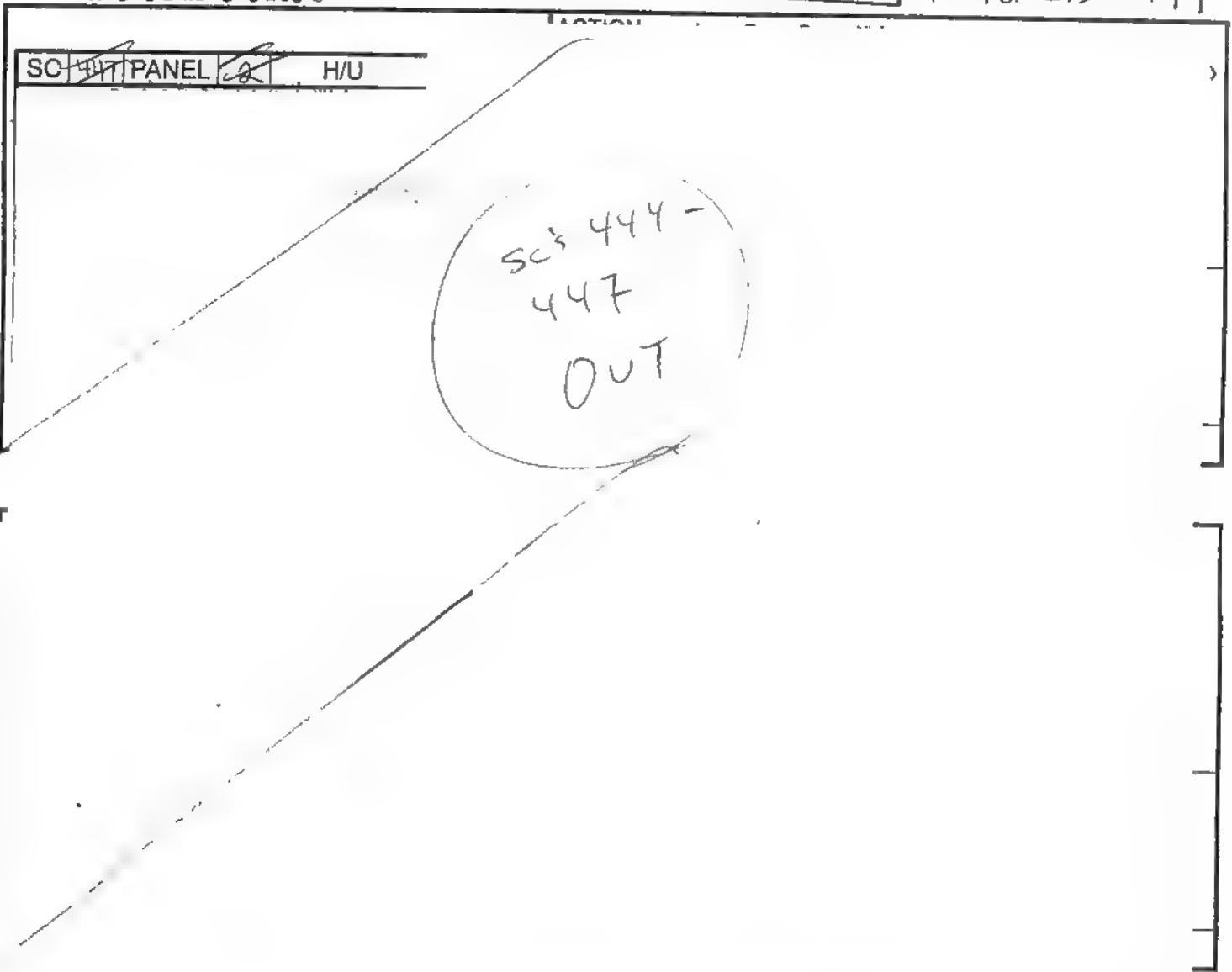
TIME



ACTION Int. Ext. Day Night

DIALOGUE

TIME

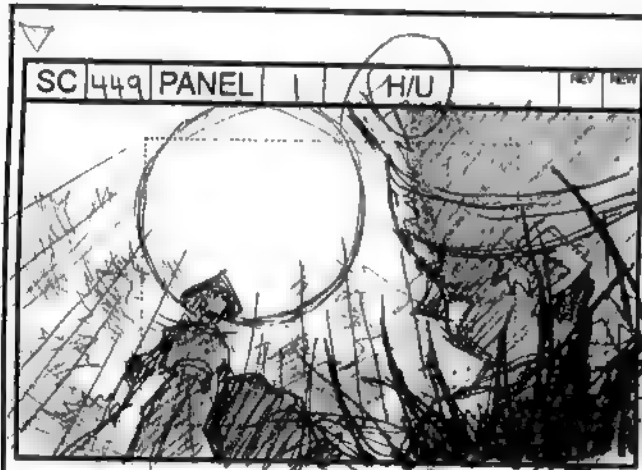


SC 448				PANEL 1		H/U		REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>WIDESHOT AS (H) FLIES BACKWARDS</p>									
<p>DIALOGUE</p> <p>P</p>									
<p>TIME 12x</p>									

SC 448				PANEL 2		H/U		REV	NEW
<p>ACTION Int. Ext. Day Night</p> <p>(H) LANDS ON HIS BACK.</p> <p>CONT. DX D.L.</p>									
<p>DIALOGUE</p>									
<p>TIME 11x</p>									

ACTION Int. Ext. Day Night

OUT



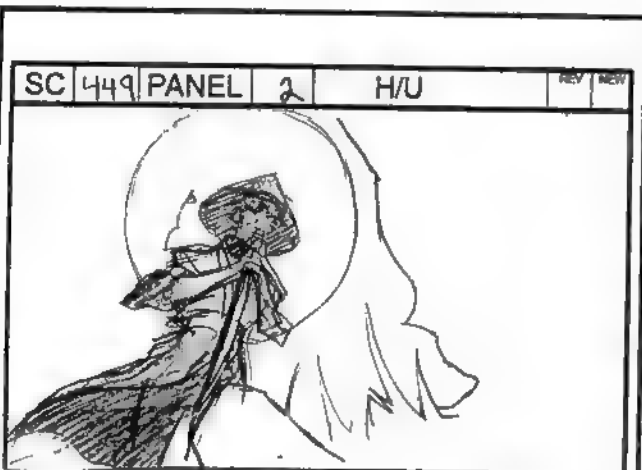
SC 449 PANEL 1 H/U

ACTION Int. Ext. Day Night

(H) IN FG. AS SWORDSMAN ADVANCES

DIALOGUE (86) HUEY  
THIS ISN'T

TIME 10X



SC 449 PANEL 2 H/U

ACTION Int. Ext. Day Night

ACTION CONT' AS SWORDSMAN LIFTS UP HIS SWORD W/ BOTH HANDS.

DIALOGUE (86) HUEY (V.O.)  
- JUST ANY SWORDSMAN

TIME 40X



ACTION Int. Ext. Day Night  
CU ON SWORDSMAN. SOFT FO

BG on alpha channel

DIALOGUE (86 HUEY GARDNER)

THIS IS THE BLIND NIGGA SAMURAI!

Dial

TIME ~~28~~ 52x | 16x

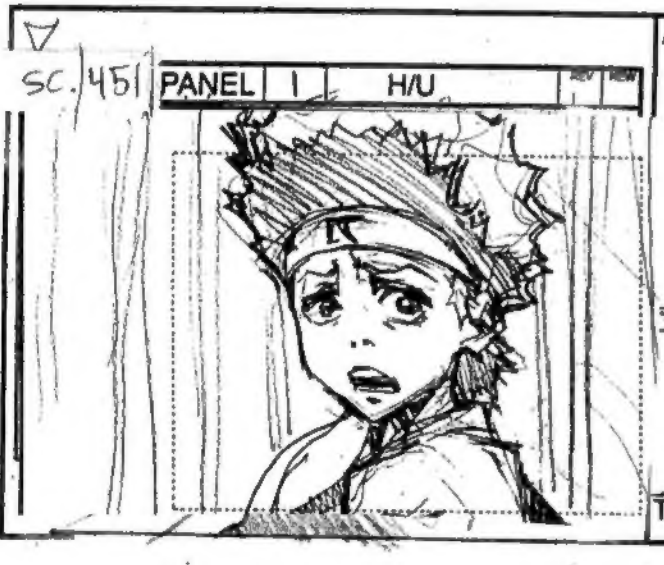


ACTION Int. Ext. Day Night  
HE OPENS HIS EYES + MOUTH

... REVEALS IT IS STINK MEANER!!

DIA

TIME ~~30~~ 31x



ACTION Int. Ext. Day Night  
ON (H)'S SHOCKED EXPRE.

DIALC

TIME ~~28~~ 29x

SUE

8x




ACTION Int. Ext. Day Night

NO PNL ①

12X

SC 452 / PANEL 2 H/U



SOFT  
FOCUS

ACTION Int. Ext. Day Night  
DX SWIVEL ON ALPHA SPEAKS,  
CHANNEL  
... REVEALS IT IS STINK MEANER.  
BG SOFT FOCUS ON alpha channel

DIALOGUE ②7 STINK MEANER  
WHAT'S GOOD, NIGGA?  
WHAT'S really good?

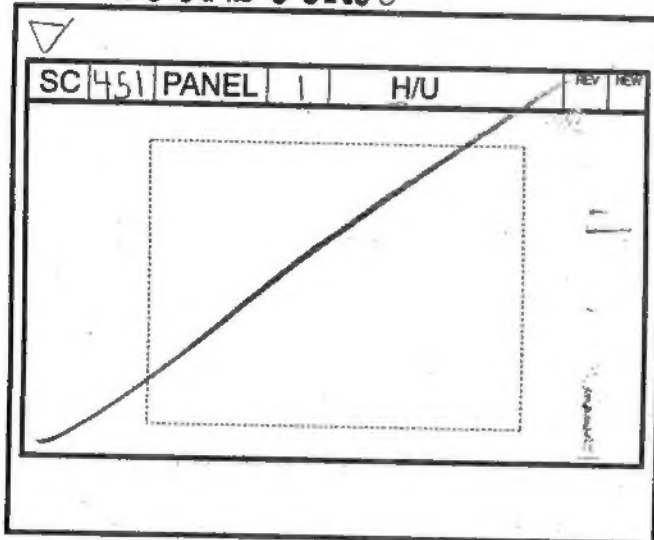
TIME 40X

△  
S

TIMER -  
ADD BLACK  
FRAMES AS  
IN ANIMATIC

DIAL  
CAN BE  
SLIDED  
THRU THE  
SC

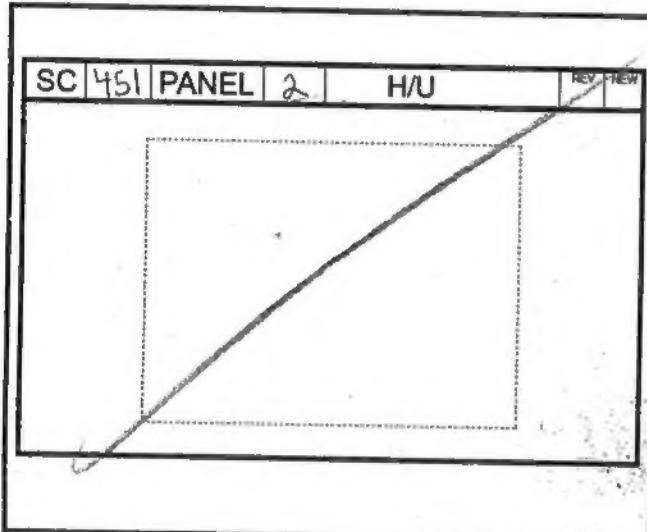
3X



ACTION  Int.  Ext.  Day  Night

DIALOGUE

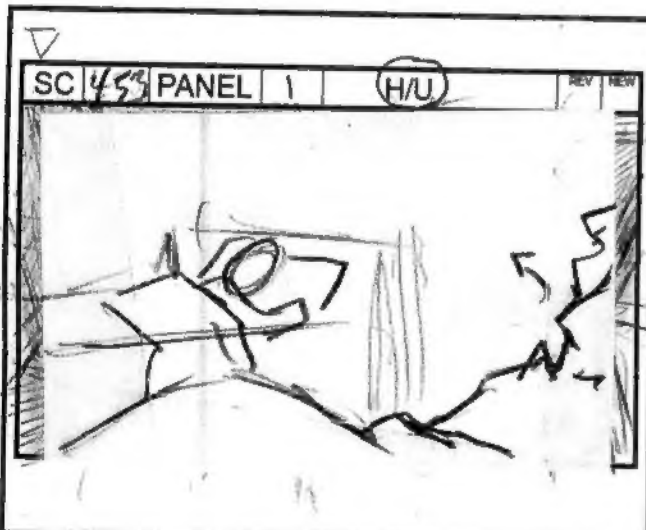
TIME



ACTION  Int.  Ext.  Day  Night

DIALOGUE

TIME



ACTION  Int.  Ext.  Day  Night

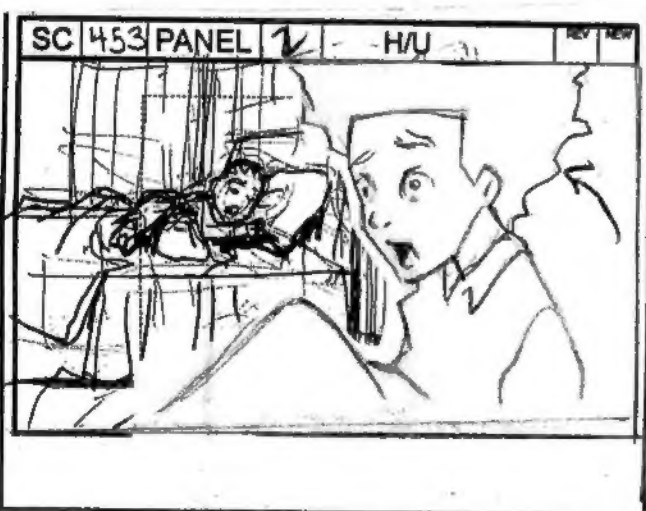
WIDE ON BEDROOM AS (H) WAKES UP.

TIMER ADD THIS PANEL  
NOT IN ANIMATIC

DIALOGUE (88) HUEY (CONT')

< HEAVY BREATH ———>

TIME 11X



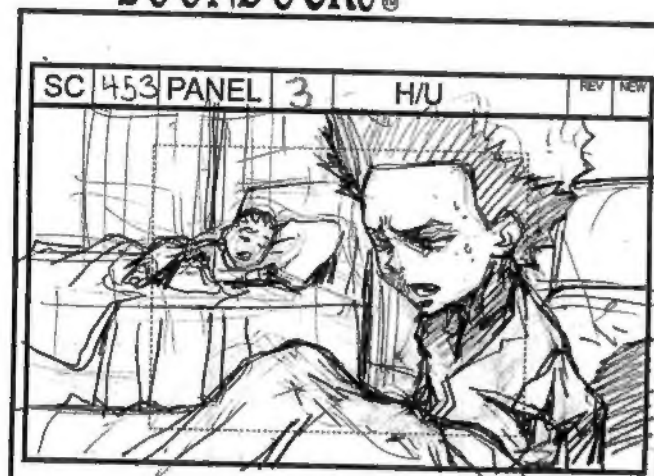
ACTION  Int.  Ext.  Day  Night

(H) SITS UP.

DIALOGUE (88) HUEY (CONT')

————> CONT'>

TIME 42X

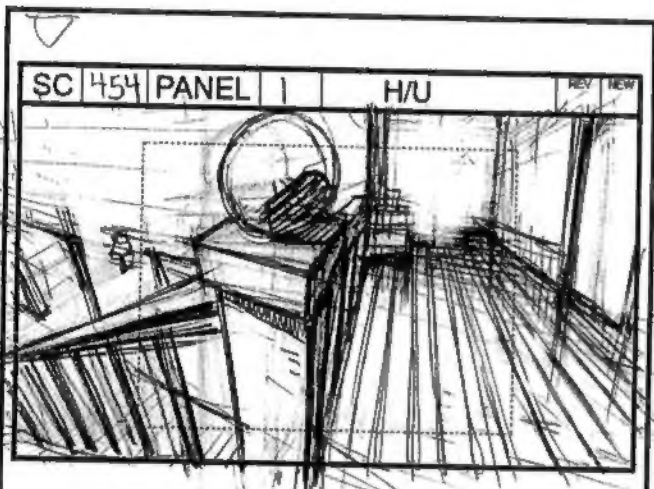


ACTION Int. Ext. Day Night  
 ON (H) IN FG, W/RILEY IN BG, SLEEPING  
 UP & DOWN HEAVY  
 BREATHING ON HUEY

DIALOGUE (88) HUEY (CONT')

NIGGAS

TIME Breathing Dial  
 48x | 15x | 9x

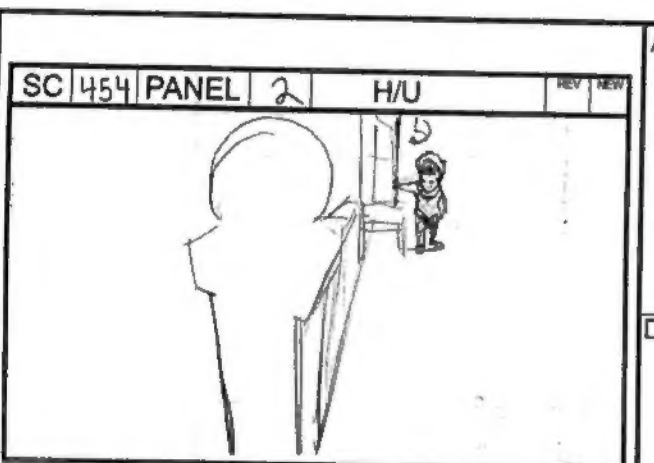


ACTION Int. Ext. Day Night  
 ON HALLWAY AS DOOR OPENS

DIALOGUE (89) HUEY (V.O.)

A NIGGA MOMENT ISN'T

TIME 19x | Dial  
 28x

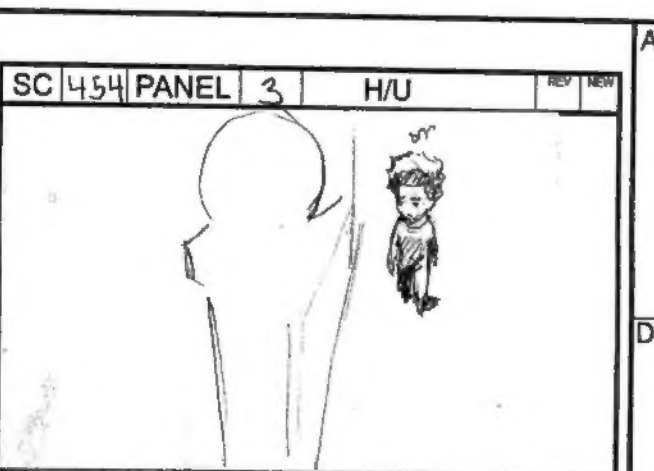


ACTION Int. Ext. Day Night  
 (H) WALKS INTO HALLWAY

DIALOGUE (89) HUEY (CONT')  
 NECE...???



TIME 12x



ACTION Int. Ext. Day Night  
 ACTION CONT'

DIALOGUE (89) HUEY (CONT')

... SSARILY

TIME 8x